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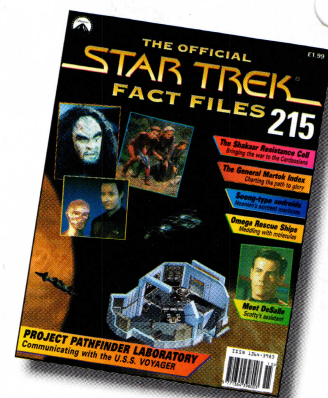
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FILE 1 CARD 57

THE GOWRON INDEX

Gowron is the archetypal Klingon warrior — a strong, fiercely honorable individual who uses his skill and cunning to rise through the ranks and achieve the ultimate position: that of **Chancellor of the Klingon High Council**.

The Klingon Empire



FILE 11



Captain Jean-Luc Picard takes the role of **Arbiter of Succession** during the race to find **K'mpec's** successor.

K'mpec



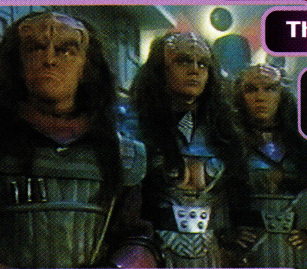
Gowron's predecessor in the role of **Chancellor** is **K'mpec**. His premature death leads to a civil war to determine the **Klingon Empire's** next leader.

FILE 48 CARD 17

FILE 48 CARD 21

Toral

Toral, **Duras's** illegitimate son is central to **Lursa** and **B'Etor's** challenge to **Gowron's** bid for power.



FILE 48 CARD 16

The Duras Sisters

Lursa and **B'Etor** continue to be thorns in **Gowron's** side.

Gowron assumes the mantle of **Chancellor** in 2367, and swiftly sets about rewriting history to remove any trace of **Starfleet's** assistance in the civil war. He nevertheless proves to be an effective leader.

FILE 48 CARD 7

Chancellor Gowron

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- 69 STAR TREK: THE NEXT GENERATION
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Duras

Duras is **Gowron's** main political opponent. In contrast to **Gowron's** honorable political tactics, however, **Duras** allies himself with the **Romulans** in an attempt to secure the leadership of the **Klingon High Council**.

FILE 48 CARD 15

"If you lack the courage to fight an uphill battle, then perhaps you should retire to your bed." — Gowron

GOWRON STARSHIP LOG: Key episodes



'Reunion'
FILE 69 CARD 79



'Redemption' Parts I & II
FILE 69 CARD 98



'Rightful Heir'
FILE 69 CARD 142



'The House of Quark'
FILE 70 CARD 45



'The Way of the Warrior'
FILE 70 CARD 68



'Apocalypse Rising'
FILE 70 CARD 93



'Tacking into the Wind'
FILE 70 CARD 166

Kahless



FILE 48 CARD 13

Gowron is shocked to learn of the existence of a clone of **Kahless the Unforgettable**, but soon installs him in a purely ceremonial role.



Worf



Worf is one of Gowron's most ardent supporters during the civil war. Over the following years, however, he suffers the indignity of discommendation. Worf's honor is reclaimed during the last days of the **Dominion War**, when he kills Gowron.

FILE 48 CARD 1

Order of
the
Bat'leth



FILE 11 CARD 4E

Gowron presides over the **Order of the Bat'leth** ceremony in which the bravest **Klingons** are inducted into the **Hall of Warriors**.

Martok



Worf selects **General Martok** to succeed **Gowron** as **Chancellor** of the **Klingon High Council** in late 2375. Worf is appointed as the **Federation** ambassador to the Empire.

FILE 48 CARD 11



Like all great **Klingon** warriors, **Gowron** enjoys celebrating great victories with copious amounts of **bloodwine**, and the singing of songs of past battles.

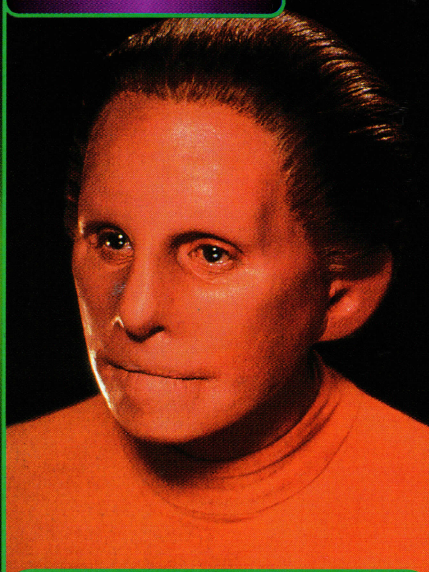
The Guide to the STAR TREK Galaxy

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THE CHANGELINGS INDEX

The **Founders** of the **Dominion** are Changelings, endowed with remarkable shapeshifting abilities. Their talents have led to a history of hatred and persecution however, leading them to see conquest as the only way to ensure their safety.

The Founder Leader



FILE 54 CARD 4A



The Dominion



The **Founders** are the leaders of the **Dominion**. They ruthlessly rule over the many member races, and are considered gods by the **Jem'Hadar**.

FILE 16 CARD 1

The History of the Founders

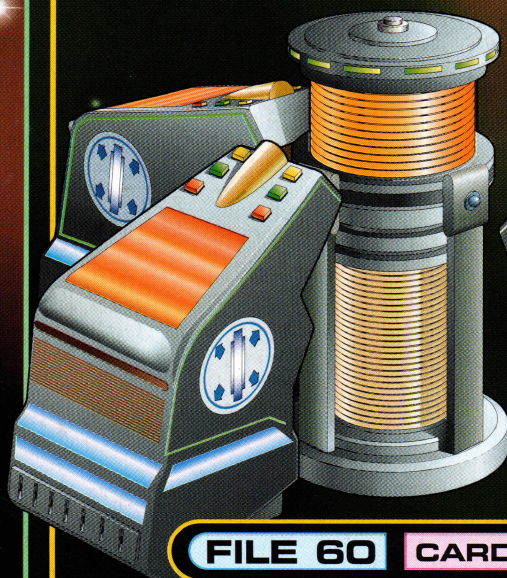


The **Founders** reside on a secluded **Gamma Quadrant** world, where they can form the **Great Lake** undisturbed, and are safe from persecution.

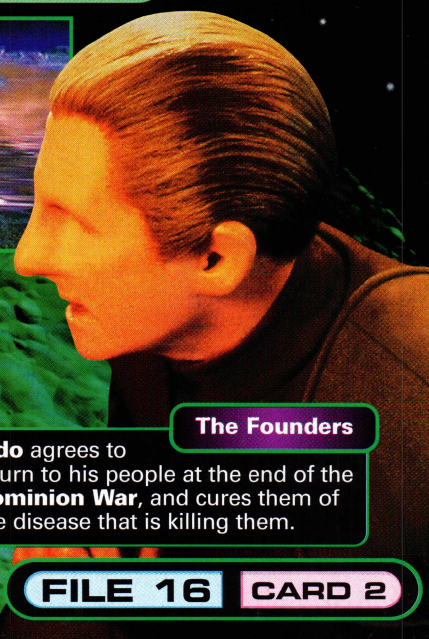
FILE 16 CARD 2A

Anti-Changeling Devices

The **Obsidian Order** develops a device that will force Changelings to revert to their true form, and prevent them from changing shape.



FILE 60 CARD 8



The Founders

Odo agrees to return to his people at the end of the **Dominion War**, and cures them of the disease that is killing them.

FILE 16 CARD 2

THE CHANGELING FILES

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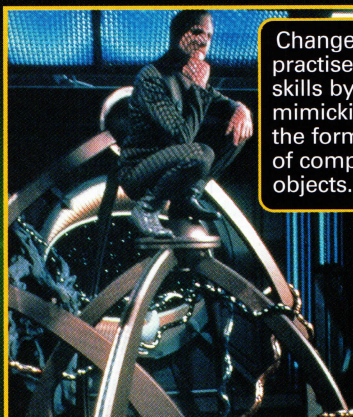
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THE CHANGELINGS INDEX

FILE 1 CARD 65



Changelings practise their skills by mimicking the forms of complex objects.

Odo and Starfleet

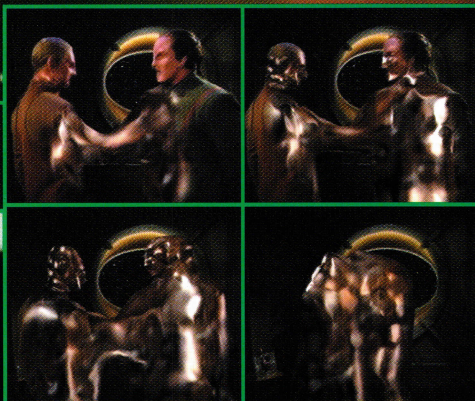
Odo works with Starfleet as *Deep Space Nine*'s chief of security.

FILE 66 CARD 33

Changeling Morphing Equipment

FILE 43 APPENDIX CARD 2

Laas, a Changeling who, like **Odo**, has been raised among solids, has much more control over his abilities. He can turn into fire and smoke.

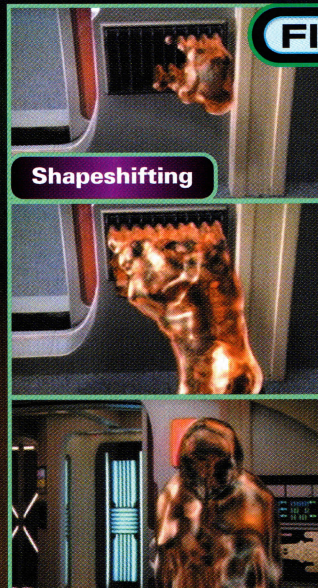


Laas

Laas and Odo Link

FILE 54 CARD 4

Laas helps **Odo** to improve his abilities. Unlike the security chief, Laas shares his race's hatred and distrust of solid life forms.

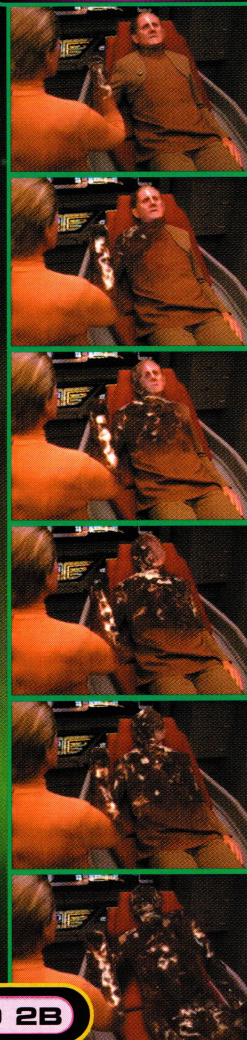


Shapeshifting

FILE 16 CARD 9

Starfleet Section 31 infects the Changelings with a deadly disease.

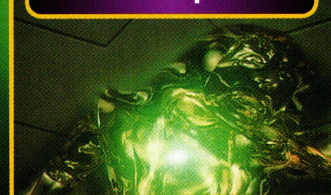
Changeling Disease



"I know from experience that [humanoid races] don't care much for Changelings."

—Laas

Founder Impostors



The Changelings have impersonated many key figures, including **Martok**.

FILE 16 CARD 2B

THE CHANGELING STARSHIP LOGS: Key episodes



'The Search'
FILE 70 CARD 44



'Heart of Stone'
FILE 70 CARD 55



'The Adversary'
FILE 70 CARD 67



'Broken Link'
FILE 70 CARD 92



'Apocalypse Rising'
FILE 70 CARD 93



'The Begotten'
FILE 70 CARD 104



'Behind the Lines'
FILE 70 CARD 122



'Chimera'
FILE 70 CARD 158



'The Changing Face of Evil'
FILE 70 CARD 164



'What You Leave Behind'
FILE 70 CARD 169



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 150

SPECIES 6339



OTHER GROUPS
AND RACES

When their species is assimilated by the Borg collective, the survivors of one Delta Quadrant race launch an ingenious last-ditch attack that has the potential to destroy the cybernetic menace once and for all.

By the mid 2370's, **Species 6339** is known only by this designation, ascribed to it by the **Borg collective**; the true name of the race was lost when most of its members were assimilated.

A race of bipedal humanoids, averaging 1.7 meters in height, they have hairless, red-ocher skin, and an elongated skull structure that rises to a domed peak at the back of the head. Their most distinctive facial features are two prominent antennae, emerging from a central point in their forehead between their sunken eyes. These sensory organs extend out from this point more or less horizontally; their exact function is presently unknown, although they presumably offer some perceptual advantage

that compensates for the fact that the race's vision is partially obscured by their heavy brows and broad noses.

A prominent ridge extends vertically down the nose from a point just below the root of the antennae. This ridge is echoed in a smaller, similar structure vertically dividing the chin. All the individuals encountered appear to be male; it may be that the species does not display sexual dimorphism, or there may, in fact, be only one sex. Species 6339 does not appear to have evolved from a mammalian origin.

Practical clothing

Typical clothing worn by members of the race consists of a translucent jumpsuit over a black full-body uniform. The jumpsuits are decorated with green-white bands,

but whether these are insignia or have some technological significance is unknown. Panels of flashing lights adorn the jumpsuits in the center of the chest and just above the left hip.

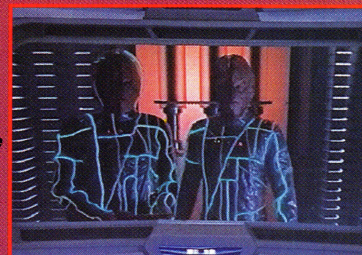
Victims of the Borg

Four years prior to **Stardate 52356**, the homeworld of Species 6339 is encountered by the Borg collective, and, after assessment, deemed suitable for assimilation. A



▲ *One of Species 6339's most unusual features is the pair of antennae that extend from the middle of their temples, in front of their recessed eyes.*

▶ *Species 6339 is a technological race that even incorporates circuitry into its clothing, making it a prime target for the cybernetic Borg.*



OTHER CARDS IN THIS FILE...

50 SPECIES 8472

111 THE SAKARI

147 THE HAZARI

157 THE BRUNALI

SEE OTHER FILES...

THE BORGFile 15

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ASSIMILATIONS AVENGED

Multiple personality

Species 6339's method of taking revenge on the Borg ironically makes use of the millions of individuals whose distinct personalities have been stolen by the Borg collective. Normally when anyone is assimilated, their personality is subsumed by the collective, but the technological virus introduced by Species 6339 somehow reaches

out to these buried memories. Rather than restore a single personality to each drone, however, all members of a vessel's crew experience the minds of everyone any of them has ever assimilated, causing disorientation and chaos. It is unknown if these personalities can ever be restored to the single drone to whom they truly belong.



▲ *The infected Borg Vinculum causes Seven to take on the happy, playful personality of a small girl.*

▼ *The Doctor's scans reveal that Seven is suffering from a form of multiple personality disorder.*



▶ *The virus incapacitates Seven, just as it would the drones aboard a Borg vessel.*

Designation	Species 6339
Class	M
Quadrant	Delta
Inhabitants	Humanoid

Location	The homeworld of Species 6339 is now simply another resource unit in the Borg collective. Scattered survivors lead a nomadic existence, with some striking back at the Borg as best they can.
Technology	Warp capable. Their highly maneuverable ships are heavily armed. Species 6339 is also highly adept in biological and computer sciences, as witnessed by their adaptation of a biological viral agent to attack Borg programming.
FIRST SEEN	Star Trek: Voyager, 'Infinite Regress'

GALAXY FACTS

▶ The location of Species 6339's homeworld, in Borg terminology, is Grid 124, Octagon 2 theta.

▶ Species 6339's sabotage of the Borg Vinculum causes Seven of Nine to manifest the personalities of several of the victims she has assimilated, including a Klingon warrior, a little girl, a Ferengi trader, and an officer of the Vulcan High Command.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

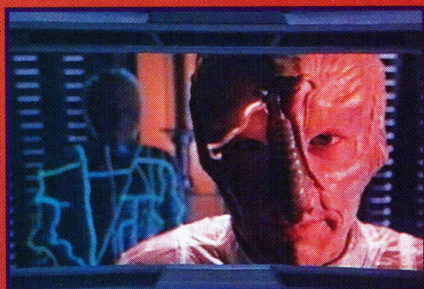
FILE 18

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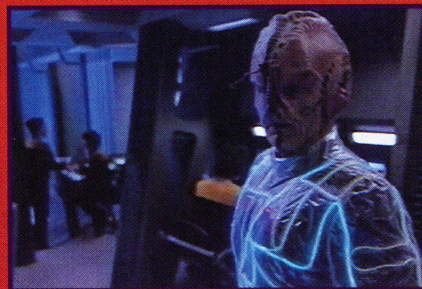
SPECIES 6339



OTHER GROUPS
AND RACES



▶ Species 6339's ships have an audiovisual communication system compatible with that of VOYAGER.



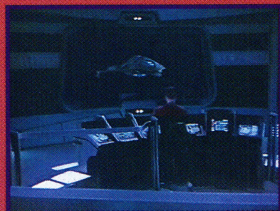
▶ The race is not afraid to confront its enemies, and challenges the VOYAGER crew to return the Vinculum.



▶ The jumpsuits worn by Species 6339 are covered by a series of glowing blue tubules, but their function is unknown.



▶ Species 6339's ships are heavily armed. One such vessel carries 22 phaser cannons on its aft section alone.



▶ A SPECIES 6339 VESSEL tracks the infected Vinculum to VOYAGER, which has appropriated the device.

determined resistance is mounted, but it ultimately proves futile; more than 11 billion individuals are assimilated into the collective. Scattered pockets of survivors flee the planet. Many choose to leave the region, but some factions make a concerted effort to attack the Borg, and avenge their decimated race.

To this end, the survivors of Species 6339 have become belligerent and suspicious, regarding

everyone as a potential enemy. They will form alliances with other species, but their own interests are always paramount, and they are constantly on guard for the slightest sign of treachery. Regarding themselves essentially as an extinct species, they are prepared to sacrifice everything they still possess, including their own lives, to bring about the destruction of the Borg.

Revenge from the grave

The scientists of Species 6339 devise a synthetic pathogen by manipulating an organic virus into a techno-biological agent that will attack computer programming as if it were living tissue. When downloaded into a Borg Vinculum – a device found at the center of every Borg vessel – this techno-virus will disrupt the Vinculum's neural interlink frequency to

the extent that it causes a chaotic fragmentation of that ship's collective.

Thirteen individuals volunteer to have this virus introduced into their own bodies, and then to be captured and assimilated, in order to introduce the techno-virus into the Borg system.

Once the virus is introduced into the Borg Vinculum, each drone on the infected ship begins manifesting – at erratic intervals – the personalities of the individuals whom they have assimilated, vastly reducing efficiency and producing a cube full of panicked drones with the Borg equivalent of multiple-personality psychosis.

Since the Borg do not tolerate imperfection, any drone manifesting individual thought or personality is routinely destroyed, the cumulative disorder generated by this syndrome

ultimately causes the Borg ship to self-destruct. As the infected Vinculum is retrieved and salvaged, the techno-virus is spread to more and more Borg ships, which in turn also destroy themselves.

This plan is interrupted by the unexpected appearance of the **U.S.S. Voyager NCC-74656**, whose crew have salvaged a Vinculum for analysis after its disrupted interlink frequency causes rapid personality fluctuations in their former Borg crew member **Seven of Nine**. Species 6339 do not regard the Federation ship as an enemy, but they are concerned that *Voyager's* possession of the Vinculum may prevent its salvage by other Borg vessels; **Captain Janeway's** regard for Seven's welfare may mean that Species 6339's sacrifices have been in vain, if the chain of infection is

broken at its source.

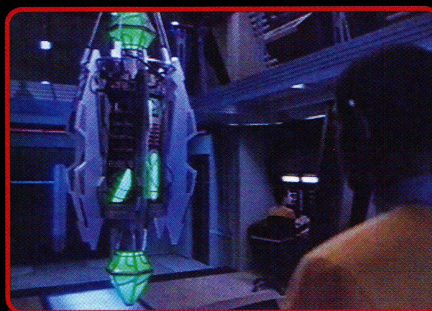
When Janeway refuses to relinquish the Vinculum immediately, Species 6339 resorts to violence, turning its formidable weapons arrays on *Voyager* in an attempt to intimidate Janeway into acquiescing. Fortunately, before hostilities can escalate irrevocably, the combined skills of the **Doctor**, **Commander Tuvok**, and **B'Elanna Torres**, enable Seven of Nine to be freed from the Vinculum's influence, allowing *Voyager* to relinquish the device to Species 6339 and vacate the area before either ship is destroyed. Following *Voyager's* departure, the infected Vinculum is returned to the debris field of the **Borg cube** from which it came, and Species 6339 wait to observe if their efforts will indeed bring about the downfall of the Borg.

SPREADING CHAOS AND CONFUSION

The Borg Vinculum

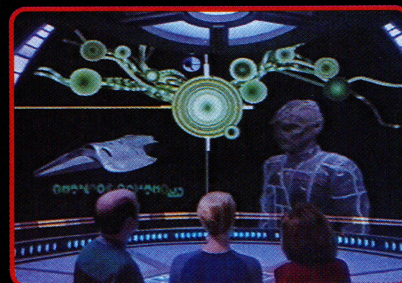
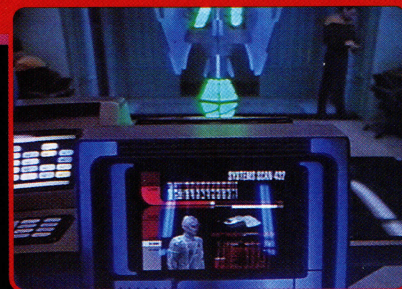
This device, which is at the core of every Borg vessel, is instrumental in the workings of the collective. Utilizing neural interlink frequencies, it integrates the minds of the Borg drones, purging them of individual thoughts, and disseminates information relevant to the collective. Disruption of these neural interlink frequencies, as successfully performed by Species 6339, results in fragmented and disordered drones, as the personalities of assimilated individuals begin manifesting themselves. Since any vestige of individual thought or personality is a criterion for considering a drone defective and in need of elimination, each ship full of such drones will, if not rapidly corrected, lead to the self-destruction of the vessel in question. Deactivating the Vinculum, rather than interrupting its signal, may cause the drones on board a Borg vessel to revert to their original pre-assimilation personalities, but this hypothesis is yet to be tested.

▶ Species 6339 is not happy when the infected Vinculum is picked up by the U.S.S. VOYAGER rather than a Borg ship.



▶ Further data on Species 6339 is analyzed in VOYAGER's Astrometrics Lab, by the Doctor, Seven, and Janeway.

▶ VOYAGER's scans of the Vinculum reveal the techno-biological agent introduced to the device by Species 6339.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 151



OTHER GROUPS
AND RACES

CHAOTIC SPACE ALIENS

The noncorporeal beings that inhabit chaotic space are imperceptible by normal methods. They dwell in a hazardous realm of subspace, and can communicate with only selected humanoid individuals.

Chaotic space is an area of subspace in which generally understood physical laws do not apply, or are at least in a state of continuous flux. Two light years across – from the outside – it resembles a swirling morass of stellar matter, inside which points of light move at an impossibly rapid rate. Chaotic space gives off as much energy as a dozen stars, as well as subspace flux radiation and **graviton waves**.

Chaotic space has been encountered on numerous occasions in different quadrants of the Galaxy, most often by the **Borg collective**: several **Borg cubes** have inadvertently

entered chaotic space, and only one has ever survived to report back to the collective. Chaotic space has been observed to manifest in multiple locations around a ship in a short space of time, appearing and disappearing in an instant.

Trapped in subspace

When chaotic space appears in the vicinity of a vessel, the ship is inevitably drawn into it, and becomes trapped in a region where previously held understandings of the universe are irrelevant.

Astonishingly, in this constantly changing region, intelligent, albeit noncorporeal, life forms have evolved. Perceptive and

sophisticated, these beings are aware of the incursions of corporeal beings into their realm, and have observed them closely. They exist outside the sensory level of most humanoids, however, and so have been largely unable to communicate with their unwanted guests – either in order to guide them out of chaotic space, or to warn them of the hazards of the region.

The primary danger in the realm is presented by the wild fluctuations in its gravitational coefficient, generating **graviton shear** that will buckle or rupture a starship hull. If the visitors manage to survive for any length of time, then random emissions of radiation can disable their shields and

▶ *The chaotic space aliens want only to direct the trapped U.S.S. VOYAGER NCC-74656 out of their hazardous subspace realm to safety.*



◀ *As the aliens can be perceived only by humanoids who carry a genetic weakness, the 'voices' are often mistaken for madness.*

breach the hull.

There is no barrier preventing vessels that stray into chaotic space from leaving, but since all physical 'constants' are shifting, there is no reference for sensors, leaving crews unable to navigate their way out of the region.

The chaotic space

OTHER CARDS IN THIS FILE...

- 1B NONCORPOREAL BEINGS
- 50 SPECIES 8472
- 56 FANTASY ALIENS

SEE OTHER FILES...

STAR TREK: VOYAGER...File 71

THROUGH THE GENES

Family curse

The chaotic space aliens are able to communicate with the crew of the **U.S.S. Voyager NCC-74656** through a lucky coincidence: an inherent genetic weakness in Commander Chakotay. Chakotay's grandfather suffered from sensory tremens, a perceptual abnormality characterized by vivid visual and auditory hallucinations.

The potential for sensory tremens was detected within Chakotay before birth, and the gene was deactivated by his family's physician. The chaotic space aliens recognize the flawed gene as a means of communication and reactivate it, but at first Chakotay simply thinks that he is becoming a "crazy old man," like his grandfather.

These fears prevent Chakotay from fully understanding and accepting the messages, but the aliens do eventually manage to communicate to him the method of escaping their dangerous realm. This not only saves **Voyager**, but also transforms Chakotay's "family curse" into an unexpected blessing.



▶ *Young Chakotay thought of his grandfather as a crazy old man. He had no idea that his genes would one day save his life.*



▶ *The crew members with whom the aliens try to communicate suffer symptoms of a mental breakdown, which is often then 'cured.'*

Designation	Chaotic space	
Class	N/A	Quadrant Delta
Inhabitants	Noncorporeal beings	

Features Known laws of physics are in a state of flux, rendering the region extremely hazardous to humanoid life. Navigation is impossible, since scientific 'constants' change from moment to moment, making sensor readings irrelevant.

Technology The aliens demonstrate no technology of their own, but they completely understand that used by other races.

Starship log STAR TREK: VOYAGER 'The Fight'

GALAXY FACTS

▶ Chaotic space intersects with normal space at the 18th dimensional gradient. The *U.S.S. Voyager* NCC-74656 enters through a trimetric fracture.

▶ It is possible for a vessel to escape chaotic space by modifying its warp field.

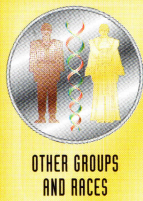
▼ Chakotay hallucinates his crewmates, some of whom he also fights in the imaginary ring.



aliens are apparently benign, and have no part in generating the natural hazards that threaten newcomers to their territory. They are fully able to comprehend the technology of the visiting vessels, but are unable to establish communication with humanoid life forms by technological or other means. They have been forced to watch helplessly as one ship after another is drawn into their region and destroyed by the prevailing physical conditions.

After many such frustrating encounters, the

aliens devise an at least partial solution. If they exist on a wavelength that humanoids cannot detect, then perhaps the senses of humanoids can be enhanced so that they can perceive the denizens of chaotic space. By broadcasting an **isolinear transmission** on the **nucleotide resonance frequency** to a trapped vessel, the chaotic space aliens hope to realign the molecular bonds of the visitors' DNA, reorganizing their neural pathways so that the two groups may understand each other.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 151

CHAOTIC SPACE ALIENS



▲ Some of the chaotic space aliens take on the appearance of alien boxers.



▲ Chakotay appears in full boxing regalia. Visions of his crewmates encourage him to fight.



▼ The hallucinations include Chakotay's friends placing bets on the fight. This is unlikely to be an intended part of the communication.

The process, however, is haphazard and imperfect; there must be an inherent genetic weakness in a crew member that facilitates such genetic manipulation, and this opportunity is present only in a tiny minority of spacefarers.

No reply

In the majority of cases, the chaotic space aliens' attempts at contact go completely unnoticed. The vessel is often destroyed by a random gravitic, or radiation surge, before any effects can be felt. Even when a genetic opening is present in one or more crew members, the initial effects of such manipulation – auditory and visual hallucinations,

disorientation, and emotional instability – are often masked or treated by the ship's medical officer, closing off the avenue of communication. Initial physical symptoms of the syndrome can include a substantial reduction of the protein insulation around the auditory and visual nerves, and hyperactivity in the sensory cortex and ganglia in the optic nerve. Even if not successfully blocked by well-meaning medics, these symptoms are frequently regarded by the subject as merely the first sign of an emotional and mental breakdown, and communication is once again unsuccessful.

When the *U.S.S. Voyager* NCC-74656

becomes trapped in chaotic space during its long journey through the **Delta Quadrant**, the denizens make another attempt to communicate and guide the ship to freedom. Perceiving that **Commander Chakotay** has a latent cognitive condition, sensory tremors, which might allow them to establish contact, they reactivate the suppressed gene, causing him to hallucinate vividly.

Finally getting through

The intended clarity of communication is impeded by Chakotay's subconscious fears. Initially, he cannot comprehend the messages, and instead believes himself to be on the verge of insanity. The chaotic space aliens persist, however, and are able to maintain communication long enough to convince him to accept their directions on how to escape the region.

The aliens, despite their strangeness to humanoid perceptions, are clearly a compassionate race who wish visitors to their region no harm. Unfortunately, the myriad dangers that exist in their realm effectively preclude any attempt at meaningful interaction for the foreseeable future.

FIGHTING THE TRUTH

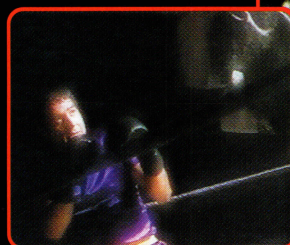
The squared circle

The chaotic space aliens' first attempt to initiate contact takes place when Chakotay is engaging in a boxing holodeck simulation; as a result, pugilism becomes a metaphor for his hallucinatory communications with them.

Chakotay sees his opponent in this 'match' as 'Kid Chaos,' a humanoid shape full of swirling stars, but with no face. This anthropomorphic personification is more representative of Chakotay's repressed dread of insanity than of the helpful intent of the aliens. Chakotay perceives 'Kid Chaos' as someone he must defeat for the 'prize' of freedom, but his greatest opponent is his own fear, and only when that is overcome can he gain the knowledge to set *Voyager* free.

▶ Chakotay perceives one of the aliens as Boothby, his Starfleet Academy boxing coach.

▼ Chakotay's attitude toward the aliens takes on a violent aspect, as he is battling his fears.





FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

HOLODECK

BRIEFING:

'FLOTTER' HOLODECK PROGRAM

Some of the most enduring fantasies for children in the 24th-century concern the water sprite **Flotter T. Water III**, more commonly known by his first name. **The Adventures of Flotter** have been staple experiences for the children of at least three generations, gaining widespread popularity as an interactive holodeck experience.

Flotter T. Water III lives in a pond, situated in an enchanted forest known as the **Forest of Forever**. The holoprogram has been carefully constructed to incorporate and combine the most idyllic elements of real forests – with little concern that the assorted vegetation, on Earth at least, would not exist side by side. For purposes of convenience and enjoyment, the environment also has a sculpted feel, requiring no tending to maintain its ideal appearance. In reality, paths would become overgrown as the more productive plants spread throughout the forest, rapidly leading to a dense and impenetrable jungle. Other elements designed to appeal to a child's sense of wonder are giant fungi and abundant fruits.

While largely reliant on a simulacrum of nature, the Forest of Forever also includes anomalous manmade elements when they serve the plot. The characters participate in drinking tea, complete with pot and cups, and Flotter sets a trap involving small bells.

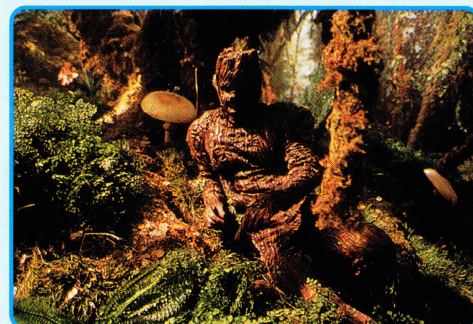
When summoned, Flotter manifests from within the pond he inhabits. As a water sprite, he can walk on water, and is able to survive for a period of time outside, by drawing moisture from the forest around him. The inhabitants of the Forest of Forever are almost universally connected with the elements: air, earth, fire, plasma, and water.

Populated with fantasy characters and set in an idyllic location, the Flotter program is designed to be as educational as it is entertaining. The parameters and fundamentally simple characters encourage exploration and the solving of problems, stimulating the minds

of children who enter Flotter's world. Rather than running as an evolving program, however, the Flotter experience is separated into distinct chapters, each with its own theme. These range from friendly and comforting, to those with a programmed element of suspense, or even the opportunity for a hazardous experience. Titles of the Flotter programs include **'Flotter and Trevis'** and **'Trevis and the Terribly Twisted Trunk.'** Another episode centers around Flotter coming to suspect **Trevis** of being a rubber tree, resulting in repeated attempts to trip him up in order to see if he will bounce. A common theme of the programs is for Flotter to encounter or search out some anomalous element within the Forest of Forever, such as a castle whose sole inhabitant is a giant beetle.

Interact with Flotter

On entering the Flotter program, a computer voice oversets the scenario, beginning in time-honored fashion with the words "Once upon a time ..." before delivering the theme of that particular adventure. The most terrifying of all the Flotter adventures is **'Flotter, Trevis, and the Ogre of Fire.'** The Ogre of Fire arrives in the Forest of Forever, and determines to burn it to the ground. Earth elemental Trevis, being a walking tree, is particularly susceptible to the fires started in the forest. Flotter is able to extinguish minor outbreaks of the Fire Ogre's handiwork with ease, but he becomes dehydrated and ineffective when faced with extreme heat, eventually evaporating. The program sees the Fire Ogre successful in burning down the Forest of Forever, leaving



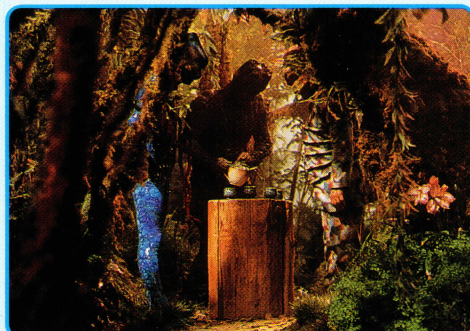
Trevis is well camouflaged against the idyllic backdrop of the Forest of Forever, until he is stirred into activity by the presence of visitors to the holodeck.



Flotter serves as Naomi Wildman's guide as she first explores the beautiful Forest of Forever, and encounters the wonders that exist within it, in 2375.



The character of Flotter exhibits almost childlike qualities that allow him to befriend and interact with young visitors, such as Naomi Wildman, on an equal level.



Visitors to 'The Adventures of Flotter' holodeck program find themselves immersed in a world of fantasy designed to appeal to the sensibilities of children.



Flotter resides within a beautiful blue pond in the Forest of Forever. He quickly manifests from a fountain of water when his presence is requested.



▲ **Flotter and Trevis are welcoming characters, and often hold tea parties in the Forest of Forever.**



▲ **The Ogre of Fire devastates the Forest of Forever when he sets about igniting the woodland setting, leaving a scarred wasteland in its place.**

only the charred remains of vegetation and smouldering tree stumps, with the dark orange-tinged sky reflecting the havoc that has occurred in the forest. No reason is given for the fire ogre's hostile actions. The scenario plays out with Trevis surviving the fires, but Flotter gone. He can be restored, however, but it takes some thought on the part of the participant.

Childhood understanding

The characters inhabiting the Forest of Forever are constructed to respond on a simple, childlike level, and therefore require continued emotional investment and protection in the same way that real children do. Their partial dependency inculcates feelings of responsibility and confidence within children using the Flotter program, and the resulting poise can then empower them outside the confines of the holodeck. Another programmed element to the characters in the Forest of Forever is their reinforcement of standard parental values. They are particularly appalled at common less-than-positive childhood traits such as lying, reacting all the more ferociously if an adult has betrayed a child's trust through lies. They also have a protective element toward the program's primary participant.

Naomi Wildman is a major fan of the Flotter programs in 2375, regularly visiting the holodeck aboard the **U.S.S. Voyager NCC-74656** to participate in a Flotter adventure. When Flotter is seemingly destroyed by the Fire Ogre, she is prompted to study the science behind water evaporation, concluding that Flotter ought to be able to rematerialize if the temperature within the forest is returned to more normal levels.

Naomi has a Flotter doll, designed and created by **Harry Kim** using *Voyager's* replicator system. Harry was also a Flotter fan in his childhood, and is particularly fond of the episode where Flotter suspects Trevis of being



▲ **The Ogre of Fire is a particularly frightening sight. It manifests as a glowing ball of flames, which swiftly devastates the Forest of Forever.**



▲ **With the forest scorched, Naomi is left to mourn the demise of her friend Flotter – that is until she devises a method of reconstituting the water sprite.**

a rubber tree. Neelix occasionally accompanies Naomi during her Flotter adventures, and other members of the *Voyager* crew have used the Flotter program in their youth. **Samantha Wildman** used the same program as her daughter, as she is recognized by Flotter when she accompanies **Naomi** into the Forest of Forever. Even **Captain Kathryn Janeway** grew up with Flotter as a friend, once flooding the entire forest when Flotter voiced his concerns about a forthcoming dry spell.

FLOTTER AND FRIENDS

Elemental characters

Flotter is the most endearing of the characters to be found in the Forest of Forever. Occasionally petulant, as befits a character conceived for children, Flotter is generally enthusiastic, friendly, and adventurous, with an evolved sense of fun. His purpose as a water sprite is obvious from his appearance. He is bipedal and vaguely humanoid, though his scaled skin is perpetually damp, and bright blue in color. There are raised ridges on his head, the central of which resembles a fin, again indicating his aquatic nature. It is suggested that he is purely water that is able to assume a humanoid form, as when he emerges from his pond he is initially seen to be simply a water spout. He is certainly able to direct small spurts of water, most often from his fingers.

Trevis is referred to as a tree monster by Flotter, and the Earth

elemental projects a gruff exterior on first encounter; but, as he states, his bark is worse than his bite. It is said that tree monsters have an abiding fear of high-pitched noises, but they have no effect at all on Trevis, who is content to ring small bells set in a trap for him. Physically, Trevis resembles a walking tree trunk, with arms which extend out as branches; he also secretes sap. It is suggested within the program that he represents all the trees in the forest, as, despite his mobility, there is reference to his roots draining the forest's moisture. The terrifying Fire Ogre is altogether more fearsome, manifesting as a face within a halo of fire. It is programmed as a fearsome threat with no redeeming qualities, extending a sheet of fire in all directions that burns the forest to the ground.



▲ **Aquatic pal**
Flotter is the most amiable character in the holodeck program, and is quick to befriend new visitors.



▲ **Forestry friend**
Trevis's gruff nature belays the fact that he is a kind and considerate being with a warm heart.

Shannon O'Donnel

The inspiration that guided **Captain Kathryn Janeway** throughout her formative years came from a distant ancestor, an engineer from the turn of the 21st century. **Shannon O'Donnel's** involvement in the creation of the **Millennium Gate**, however, was not what Janeway thinks.

Born in 1958, 15 generations removed from **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656**,

Shannon O'Donnel would appear to share little with the **Starfleet** officer who comes to admire her so much. Nevertheless, the two women have many similarities that surpass the passage of time; namely wit, courage in the face of adversity, and a dogged determination always to do what is right.

Living in the future

Shannon O'Donnel's life is grounded, by her own admission, in the need to explore – not only the world around her, but also the unknown; she even goes so far as to admit that she is “stuck in the future.” As she approaches the onset of middle age, Shannon still dreams of the unforgettable moment when astronaut Neil Armstrong stepped out of the **Apollo 11** moon-lander in 1969.

These interests lead O'Donnel into a career in the USA's early space

program – one which Shannon hopes will allow her to achieve her dream of traveling into space. Unfortunately, this desire never comes to fruition; despite undergoing the necessary training, she never completes the course, and later goes on to work as an aerospace engineer.

Such employment never quite fulfills O'Donnel's dreams, and in the year 2000, she suffers the indignity of losing her job. This leaves her in a “transitional period,” with no means of supporting herself. A somewhat jaded O'Donnel is forced to rely on the kindness of her friends, borrowing money, and sleeping in her beaten-up station wagon as she crosses America to join her cousin in Florida, where she will stay until she can get her life back on track.

Shannon's displeasure with her life is clearly evident from her frame of mind. As she continues her cross-country journey in the early hours of December 27th, 2000, she records her thoughts onto a cassette recorder, stating how

PROFILE ON SHANNON O'DONNEL

NAME: Shannon O'Donnel

LIFE FORM: Human female

OCCUPATION: Former aerospace engineer. Shannon loses her job in the year 2000, but is offered a position on the prestigious but controversial **Millennium Gate** project while staying in the small town of **Portage Creek**, just prior to the dawn of the year 2001.

FIRST SEEN: '11:59' [VOY]



▲ Shannon O'Donnel was an important influence on her descendant **Kathryn Janeway**, whom she closely resembles.

mundane her days have become; she spent the previous day viewing the world's largest ball of string, followed in the afternoon by the world's largest beefsteak tomato. Despite this, O'Donnel allows a glimmer of humor to come through in her words, though little is evident in her rather vocal relief that the Christmas holiday has passed. The coming “real” **Millennium** holiday holds little interest for her; she fears that it will be “as boring as last year.”

A turning point is reached in O'Donnel's life soon after dawn breaks that day, as she pulls into the town of **Portage Creek**, Indiana. In need of the “Gas, Food, and Lodging” promised by a billboard 30 miles back down the road, O'Donnel finds herself arriving in a town in decline. Many shops are boarded up, and there is a distinctly subdued atmosphere in the air. Shortly after her arrival, she accidentally drives her station wagon into the back of another car. The vehicle,

her only ‘companion’ on her long exodus, complete with a model of the **Apollo 11** moon-lander hanging from its rear view mirror and the detritus of her occupancy scattered throughout its interior, is left in need of rather expensive repairs. O'Donnel is stranded in **Portage Creek**.

Driving into destiny

Her first port of call is **Alexandria Books**, the only store left open in the small town. Shannon is greeted by the owner, **Henry Janeway**, and his teenage son, **Jason**. After noting that she does not look like a “corporate hitman,” Henry and Jason allow O'Donnel to shelter in their ramshackle shop. She is comforted by Henry's observation that she is “unarmed and chilled to the bone,” and that they should follow the example of **Zeus**

SMALL TOWN VALUES

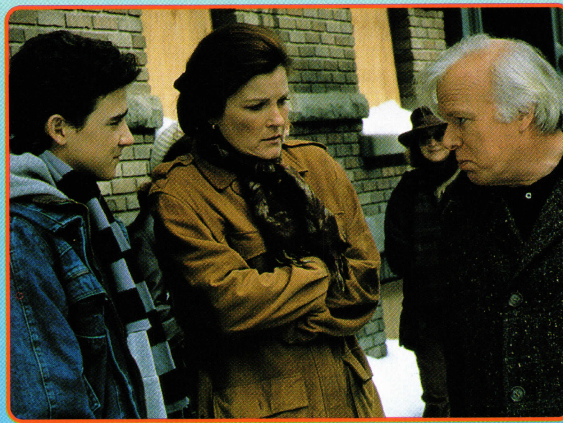
★ Fast friend

Shannon O'Donnel is an instant hit with **Henry Janeway** and his son **Jason**, bringing a little cheer into their lives.



★ Stranded

The damage to O'Donnel's rather battered old station wagon will take a few days to repair.



★ Stuck in the past

O'Donnel feels that **Henry Janeway** is not prepared to face the future.

Shannon O'Donnel



★ Cheers

Shannon finds the small-town community a welcome change from the lonely life to which she is accustomed.



★ Joining the fight

Shannon is quick to join Henry Janeway's battle against the Millennium Gate, as it gives her a new purpose in life.

"I like to see places I've never been . . . try new things. I'm a kind of explorer." — Shannon O'Donnel.

and watch over the weary traveler.

Ever inquisitive, O'Donnel's attention is drawn to a stack of flyers that the Janeways intend to deliver, citing opposition to the **Millennium Gate** project – an attempt to create a self-sustaining civic environment. Noting Henry's objection to the project, O'Donnel finds herself suddenly developing a new and much-needed purpose in life – at least for the time being – and offers to assist by using her computer to e-mail the flyers. Henry is initially reluctant to meet her request for a job, but swiftly succumbs to her charm, and obvious need of somewhere warm to stay.

Fast friendship

O'Donnel quickly ingratiates herself with her hosts. She spends time with Henry planning the next stage in their campaign against the Millennium Gate, and impresses Jason with her knowledge of computer games. Indeed, Shannon and Henry discover enjoyment in one another's company, despite their opposing interests; where she yearns for the future, and loves to travel, he aches for a return to the simpler days of times past, and admits to never having left the state of Indiana.

The burgeoning relationship soon comes under intense pressure, however, when Shannon is offered a position as a consulting engineer on the Millennium Gate by **Gerald Moss**, one of the project's senior officials. This post is evidently one that she would leap at, were it not for her emotional attachment to Henry Janeway: the catch is that

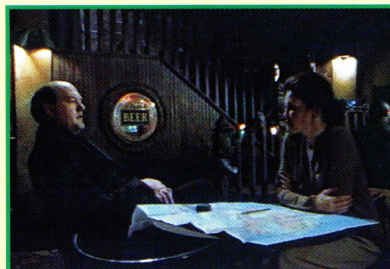
the job is hers only if she can ensure the store owner's complicity in the Millennium Gate plans. This condition is later retracted by Moss.

Such is the confusion in O'Donnel's mind over what course of action to take, that, after a bitter exchange of words with Janeway, she leaves Portage Creek in her repaired car, unsure whether to head for Canton, Ohio – the secondary site for the Gate if Janeway does not close his store – or continue on to Florida.

Searching her feelings

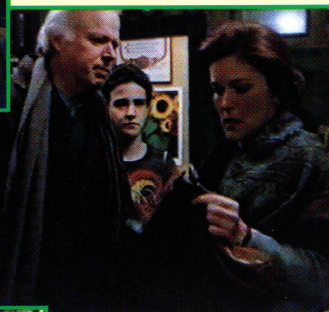
Shannon's inner turmoil is finally resolved by the simple action of biting into a chocolate chip cookie. This small treat has come to represent something of a ritual for her whenever she finds herself heading back onto the highway; this time, however, the cookie does not taste as good. She returns to Alexandria Books moments before the dawning of the year 2001, confessing that her thoughts keep returning to Henry. This serves to convince him of O'Donnel's love for him. Just one minute before the deadline, Henry Janeway surrenders his store to the Millennium Gate project.

What Shannon O'Donnel does in the years after the completion and dedication of the Millennium Gate in 2012 is undocumented. A photograph taken circa 2050, however, shows the elderly Shannon surrounded by her family in a small park near Portage Creek, ensuring that this remarkable woman will be remembered forever by future generations.



★ Face of the enemy

O'Donnel's loyalties are tested when she is offered a position on the Millennium Gate project – but only if she convinces Henry to sell.



★ Part of the family

O'Donnel realizes that she loves Henry Janeway; this in turn convinces him that allowing the Millennium Gate to go ahead is the best option.



★ One of the family

History records little of Shannon O'Donnel's later life, but she is photographed in 2050, surrounded by her loving family.



★ Always remembered

Kathryn Janeway heard stories of Shannon's life, passed down through the generations. They were not always accurate, but were nonetheless inspiring.

DISTORTED PAST

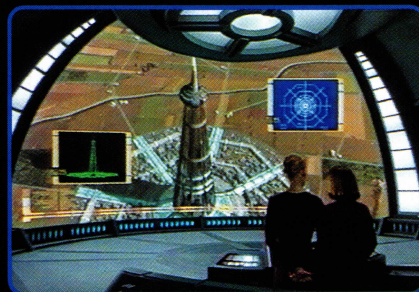
Misplaced admiration

For Captain Kathryn Janeway, Shannon O'Donnel serves as the inspiration that leads to her entry into Starfleet – and, ultimately, the *U.S.S. Voyager NCC-74656* being stranded in the Delta Quadrant. In her childhood, Janeway was regaled with stories of her distant ancestor's enviable place in history; her Aunt Martha related how Shannon was one of the first women astronauts, and the driving force behind the Millennium Gate. Martha recalled how Shannon – who was also regarded as something of an entrepreneur – was recruited into the project by the Governor of Indiana himself.

The discrepancies in the Janeway family tree are discovered by Tom Paris during an informal gathering in Captain Janeway's quarters in 2375. During this meeting, the captain comments that, following her work on the Millennium Gate, her ancestor proceeded to carry out work on all the early Mars missions. Ensign Paris's impressive knowledge of the 20th and 21st centuries reveals that no O'Donnells took part in the Mars projects, and further analysis confirms his suspicions. Nevertheless, it is the memory of Shannon O'Donnel, and not the details of her life, that inspired the young Kathryn Janeway, and her place in the life of the Starfleet captain cannot be called into dispute. After words of encouragement from her crew, Janeway gratefully receives a framed picture of her ancestor to place in her ready room.

▶ The truth

The U.S.S. VOYAGER crew's investigations into the history of the Millennium Gate project reveal that Shannon O'Donnel did not play quite the part that the Janeway family thought.



Henry Janeway

For Henry Janeway, the Millennium Gate project symbolizes an unwanted and unnecessary advance — a “glorified shopping mall” that threatens to destroy the very way of life that he has fought to preserve for so long.

For many humans, change and technological advances can be a difficult and trying process, regardless of how inevitable they are; **Henry Janeway**, however, is a man for whom time has effectively stood still, leaving him content with running his store, **Alexandria Books**, in the Indiana state town of **Portage Creek**. Nevertheless, time waits for no man. In the dying days of the year 2000, Janeway finds himself caught up in a media frenzy; he attempts to preserve everything he holds dear

by refusing to close his shop, thus preventing the auspicious **Millennium Gate** project from undergoing construction on the site of his home town.

Living in the past

Janeway's graying hair betrays the fact that he is a man in late middle-age; nevertheless, he displays the enthusiasm of a much younger man as he plans to stave off the advancing bulldozers. He campaigns through the distribution of flyers, which he prints at his own expense.

Not everyone in Portage Creek shares Janeway's fear of the future, however,

and his efforts have cost him dear; family and friends have turned against him, as they decide to accept the financial rewards of bowing to the developers. Janeway confesses that in Roman times he would probably have been “thrown to the

lions.” The only company he can count on is that of his beloved son, **Jason** — until his life is changed forever by the arrival of **Shannon O'Donnel**.

Shelter from the storm

On December 27th, 2000, the weary O'Donnel seeks shelter in Alexandria Books as she waits for a tow truck to collect her ailing station wagon from the snow-swept streets. The store is the only one still open in the town, but it is rarely frequented by any customers, and even its owner and his son seem surprised, and somewhat shocked, by the appearance of their visitor.

Henry is instantly suspicious of O'Donnel, concerned that she may have been sent to convince him to shut up shop — a business that has been in his family for generations — in order to allow the Millennium Gate to proceed. He soon discovers that she poses no threat, however, and

warmly invites her to make herself at home. One of Janeway's personality traits is to quote from classic literature, or historical figures; he mentions that Zeus himself watched over travelers, adding that he and Jason would do well to follow that example by taking care of Shannon.

Caffeine fiend

Janeway shares a propensity with his 24th-century descendant — **Captain Kathryn Janeway** — for coffee, and is somewhat ashamed to offer O'Donnel only a decaffeinated blend. Nevertheless, the two become fast friends, with Henry eagerly telling Shannon of his defiant stand against the corporate development. Shannon is eager to help, offering her computer as a more efficient means of distributing Janeway's flyers. Henry is taken aback by her forwardness, and it is left to Jason to explain that his father does not like

PROFILE ON HENRY JANEWAY

NAME: Henry Janeway

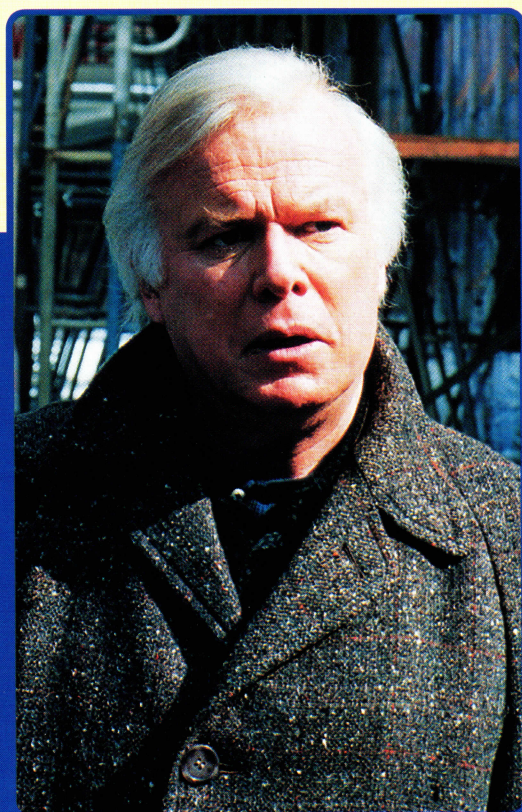
LIFE FORM: Human male

FAMILY: One teenage son, Jason.

OCCUPATION: Proprietor of Alexandria Books in the small town of Portage Creek, in the state of Indiana, United States of America, during the late 20th century.

REMARKS: Janeway is 15 generations removed from Captain Kathryn Janeway of the Federation starship *U.S.S. Voyager NCC-74656*.

FIRST SEEN: “11:59” [VOY]



Henry Janeway has lived his life in a somewhat sheltered fashion. He has never ventured out of the state of Indiana.



THE LAST STORE IN TOWN



★ Saviors

Henry and Jason meet Shannon O'Donnel when she takes shelter in their store.

★ Library

Henry's store is full of many books, all of which he treasures dearly.



★ Eyes of the world

Henry is subjected to intense media scrutiny as he continues his protest against the Millennium Gate development.

Henry Janeway



★ Making a stand

Henry's protest is the subject of numerous television reports focusing on the troubled development of the Millennium Gate project.

computers. He does, however, accept her offer to assist their campaign with little coercion, and the two even spend the following evening planning their strategy against the Millennium Gate in the local bar. Henry comes to enjoy O'Donnel's company so much that he later 'forgets' to tell her that her station wagon has been repaired, and is ready for her to continue her journey to Florida.

Henry is a man with a narrow view of life, one who desires nothing more than what he already has. He courts Shannon with a dinner date in his shop, using an illustration of the city of Paris contained within one of his books as a backdrop. He confesses that he has never left the state of Indiana, adding that his books are his traveling companions, able to



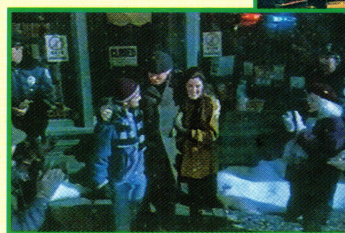
★ Savior of the past

Henry truly believes that stopping the Millennium Gate development is in the best interests of the town of Portage Creek.

take him anywhere he desires; he does however, seem willing to consider leaving Portage Creek if he were to have the right guide. Shannon O'Donnel would seem to embody that very person, even after she states that he is a "peculiar man."

For all of Janeway's quaint eccentricities, he is not a man to be messed with; when Shannon is offered a job as a consultant engineer on the Millennium Gate, he almost pleads with her to stay with him. When she refuses – claiming that he is "stuck" – he has no qualms about packing her computer away for her and quickly guiding her toward the door.

Shannon, however, has been touched by this strange man from small-town America, and after turning onto the highway



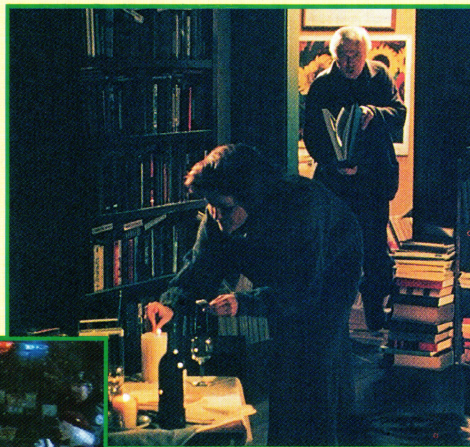
ready to resume her long journey, her thoughts return to Henry. She finds herself unable to leave him, and returns to Portage Creek in a final effort to convince him to turn his back on the past he treasures so dearly, and embrace a brave new future with her.

Looking to the future

Shannon tells Henry that she will willingly stay with him in Portage Creek, if he wishes to continue his protest, and force the Millennium

★ The power of books

Henry tells Shannon that he has never had to leave Indiana. Instead, his books allow him to travel anywhere he may wish to go.



★ Giving into progress

Henry finally resolves to shut his store when confronted with Shannon's passionate argument.

Gate project to move to Canton – along with her engineering job. With mere minutes to go before Henry will claim victory over the Millennium Gate developers, he chooses to surrender his heart to Shannon. As they leave Alexandria Books for the final time, she promises that she will find him a "nice, remote location" for a new shop in the Millennium Gate if he wishes it – although he concludes that there is no profit in hiding away.

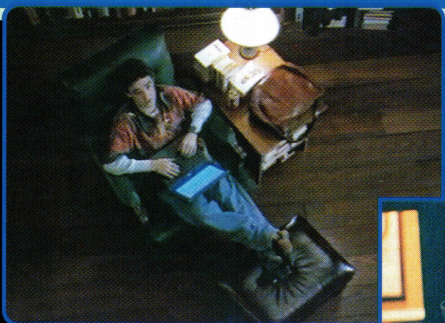
JASON JANEWAY

Caught between the past and the future

Jason Janeway is in his formative teenage years at the time that his father begins his battle against the Millennium Gate. He is an intelligent and likable young man, but one who finds himself torn between two ideals; he is eager to help his father cling to everything that he holds dear, but does not share the older Janeway's enthusiasm about preserving the past. Even while he helps Henry distribute flyers opposing the Millennium Gate, he admits that he is curious about the development, conceding to Shannon O'Donnel that it "sounds kinda cool." Nevertheless, he finds life in Portage Creek difficult during his father's campaign, especially when he must go to school with the other children, whose parents have already consented to the project.

Henry's dislike of computers is not shared by his son. During her visit, Shannon wakes one morning to find Jason playing on her computer, and he enthusiastically accepts her advice on how to get past level six of 'Matrix of Doom.'

Jason is mature for his age, and it is not unusual for him to be found looking after Alexandria Books while Henry travels to Bloomington to acquire new stock; he is even responsible for paying the bills, stating that his father is "not very good at accounting." The loss of his mother does not appear to have affected Jason too much, as he was young when she died, and cannot recall her much. Nevertheless, he has grown up with a worthy father figure, and along with Shannon, Jason can continue to enjoy a loving family atmosphere.



▲ Enjoying technology

Jason is quick to spend time on Shannon's laptop computer while his father is out of town.

▼ Daunted by events

Jason finds the Millennium Gate quite exciting, but is torn by his father's desire to live in the past.



"Other worlds?! Don't we have enough problems on this one?"

— Henry Janeway



★ Heat of the moment

Henry and Shannon become embroiled in an argument as she tries to persuade him to leave.

Malon Controller Fesek

Fesek's first instincts are self-serving, but the freighter captain shows commendable courage when he joins several crew members from the *U.S.S. Voyager NCC-74656* in an attempt to prevent his vessel from being destroyed in a catastrophic explosion.

Controller Fesek lives a dual life. For six months of the year, he is a sculptor, living on **Malon Prime** with his wife and seven-year-old son. For the other six months, he gives up the work he loves to be a waste controller in command of a **Malon Garbage Scow** filled with toxic material. He knows that exposure to the lethal theta radiation will probably cut his life in half, but the financial rewards enable him to give his family an enviable standard of living.

As with other members of his race, Fesek is a dark-skinned humanoid. The Malon nose bifurcates just above the nostrils, which are angled outward by about 30 degrees. Bony ridges form an oval depression in the center of his forehead; two smaller

ridges extend laterally above each eye. His collar-length dark hair is straggly and receding.

When working on the *Garbage Scow*, Fesek's body is completely covered by a bulky radiation suit with a thick collar that comes up to his chin. Surprisingly, given the dangers they face while ferrying irradiated antimatter, the Malon do not protect their heads. Many, including Fesek, develop clusters of blisters on uncovered skin, but the controller seems to accept this disfigurement with equanimity.

Disaster strikes

A *Malon Garbage Scow* has some safety features, but the unstable nature of its cargo means that not all eventualities can be covered. In 2375, during a discussion between Fesek

and his friend **Pelk**, an alarm sounds, signalling a fluctuation in one of the radiation tanks: a full-scale rupture is in progress. Emergency systems go offline and the backups also fail, preventing the damaged tank from being

ejected. Fesek tells one of his crew to try to seal the tank manually and gives the order to abandon ship. More than 60 of his crew die during the evacuation, killed by the radiation that is venting from every port.

The **Federation** starship *U.S.S. Voyager NCC-74656* responds to an automated distress call and finds Fesek and Pelk badly injured in an escape pod. After they are revived by *Voyager's* **EMH**, Fesek is aghast to find that there are no other survivors. He also explains to **Captain**

Janeway that, if the freighter explodes, more than four trillion isotons of antimatter waste will ignite, destroying everything within three light years. Despite Fesek's protests, Janeway decides to attempt to seal the leak, and Fesek and Pelk reluctantly agree to accompany an away team to their stricken vessel.

The team arrives 15 decks below the control room, with the intention of manually venting the radiation through the main airlocks as they climb up

PROFILE OF A MALON

NAME: Fesek

LIFE FORM: Malon male

FAMILY: Fesek's wife and young son live on Malon Prime.

OCCUPATION: Fesek is an artist, but his work as a sculptor is not very lucrative. To supplement his income, he works as the captain of a *Malon Garbage Scow* for six months out of each year.

FIRST SEEN: 'Juggernaut' [VOY]



▲ **Malon Controller Fesek risks his health and safety in return for a better life for his family. His race displays a systematic disregard for the wellbeing of anyone but themselves, yet he at least shows signs of being able to think of others before himself.**

RADIATION POISONING

★ Watched by the Vihaar

Fesek dismisses Pelk's feeling that they are being watched. He is a practical man who is not easily frightened.

★ Alien rescue

Fesek abandons ship, but is rescued by the crew of the Starfleet vessel U.S.S. VOYAGER NCC-74656.



★ Uncomfortable life

Fesek and Pelk display signs of "freighter blight," skin blisters caused by radiation poisoning. The monetary gain seems little compensation for the conditions they endure.



OTHER CARDS IN THIS FILE...

28 JETREL
31 WIXIBAN
43 GORAN'AGAR

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18

A GUIDE TO NON-FEDERATION

STARSHIPS...File 40

STAR TREK: VOYAGER...File 71

Malon Controller Fesek



★ Survivors

Only Fesek and Pelk survive the evacuation of their damaged ship.

through the scow, deck by deck. Pelk is fearful of a mythical creature, the **Vihaar**, that is said to lurk in the storage tanks of Malon ships and wreak havoc, but Fesek is scornful and dismisses the Vihaar as the product of ignorant superstition. Nevertheless, Pelk is attacked by something and dies from his injuries, and the team is further depleted when **Chakotay** is stunned by flying debris and has to be beamed back to *Voyager*.

Cooperation

For the last few decks, Fesek is paired with **B'Elanna Torres**, who makes little effort to hide her contempt for his propensity to dump radioactive waste on other races' metaphorical doorsteps. Despite her insults, Fesek shows B'Elanna kindness when she notices blisters on her hand; Fesek pronounces that she has what the Malon call "freighter blight," and takes her to the ship's infirmary,

★ Irradiated interior

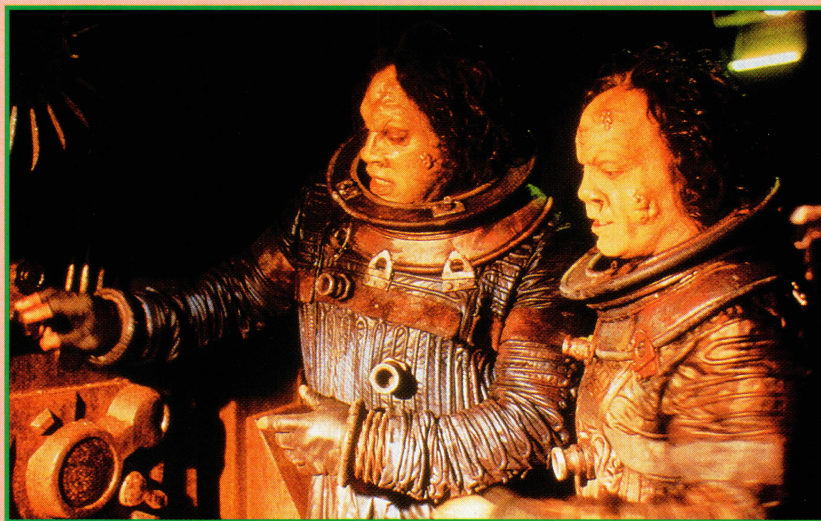
Fesek's GARBAGE SCOW is filled with radiation that has leaked out of the ruptured tank, bathing the interior of the craft in an eerie green glow. The environment will soon prove fatal.

where he injects her with analeptic compounds that reverse the cell damage.

When they reach the control room, Fesek and **Neelix** are attacked by a core laborer who has been driven insane by the radiation, but B'Elanna manages to overcome it and the three beam back to *Voyager*, which tractors the freighter into the atmosphere of an **O-type star**. The EMH treats Fesek's injuries again, but warns him that he has suffered long-term damage to his system; his condition will deteriorate over time. Fesek remains stoical, saying that it is an occupational hazard, but he will have much to think about on his journey back to Malon Prime.

"Our planet would choke with industrial waste if it wasn't for the sacrifices of people like me."

— Malon Controller Fesek



★ No time for suspicion

Unlike his colleague Pelk, Fesek has no time for the workers' superstitions about a mythical, ghost-like creature that watches the crew. He is therefore surprised to discover that the Vihaar is not only real, but a severely irradiated crewmate – a fate that could befall him if he does not think seriously about giving up this job.

OTHER MALON CONTROLLERS

Malon Controller Emck

Controller Emck regularly releases large quantities of toxic antimatter waste into a huge void within the Delta Quadrant, caring little that it is slowly poisoning a race of beings indigenous to the area. He uses a spatial vortex as a short cut, enabling him to cut his expenses in half. His *Garbage Scow* is sufficiently well protected to fend off attacks by the aliens' ships, and his excursions into the void are extremely profitable – until he encounters the *U.S.S. Voyager*. Captain Janeway and her crew offer to share waste purification technology with Emck, but he says it would put him out of business, and warns them not to interfere. *Voyager* and the void aliens work together to distract Emck, however, while *Voyager* enters the vortex. A well-aimed shot breaches the scow's cargo hold, and Emck, his crew, and ship are destroyed.



▲ Unfortunate death

Controller Emck's refusal to compromise leaves the U.S.S. VOYAGER crew with little choice but to fire on his vessel.

Malon Controller Vrelk

Controller Vrelk is alerted to the destruction of a *Malon freighter* near a Class-6 gas giant in the Delta Quadrant. He arrives to find the *U.S.S. Voyager NCC-74656* attempting to salvage a probe from the planet's dense atmosphere. Vrelk lays claim to the probe as compensation for the lost freighter and its crew of nine. The *Voyager* crew members make preparations to launch a shuttle to retrieve the probe, but Vrelk vents a cloud of theta radiation from his freighter, and taunts Captain Janeway that his people are experts at salvage. He fires spatial charges to cover the launch of his own shuttle, but it runs into difficulties. Vrelk stays to oversee its recovery, while *Voyager*, having successfully recovered the probe, resumes its journey.

▶ Space race

Malon Controller Vrelk orders his crew to construct a shuttlecraft that is able to retrieve the U.S.S. VOYAGER NCC-74656's probe before the Starfleet crew can launch their DELTA FLYER.



EPS Power Relay Systems

All **Starfleet** and **United Federation of Planets** starships and starbases require vast amounts of energy to ensure that they are kept running smoothly. The distribution of this power is handled by the networks and conduits of the **Electro Plasma System**, also known as **EPS** power relays, a system that ensures all departments are kept running at peak efficiency.

The **Electro Plasma System**, more commonly known as the **EPS system**, is the primary power distribution network used aboard **United Federation of Planets** vessels and facilities. Other races of a similar technological level may use comparable systems, but the experiences of **Starfleet** engineers working with **Cardassian** power distribution networks, during the conversion of **Terok Nor** into **Deep Space Nine**, show just how difficult it can be to configure existing non-Federation technology for use with suitable Starfleet power interfaces and output levels.

Primary system

The EPS, trunking, and relay systems form the primary power supply for all devices and systems on board a ship or facility; they are so important that they are one of the first networks designed and integrated into the development of a new starship. EPS power relay systems are common on all Starfleet vessels, and have been in existence from the earliest days of the **Galaxy**-class development in the 2340's. An earlier EPS system was referred to as the **Internal Power Grid**, but by the introduction of the **Defiant**-class in 2371, this alternative term has become redundant.

The EPS relay system has also had to undergo a number of modifications with the introduction of new energy technologies, such as the induction relays used to transfer power in Federation starship computers, and the **anodyne relays** used on **Intrepid**-class vessels. The EPS system also has the ability to act as a step-down transformer, reducing the amount of energy for devices requiring a lower input. The EPS relays on a **Galaxy**-class vessel may not necessarily be as refined as those on a **Sovereign**-class ship, but the basic principles and routing of

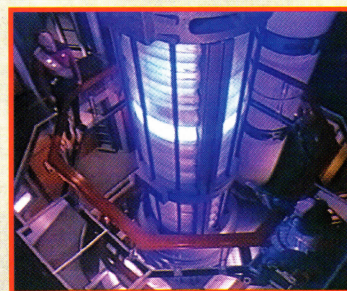
the entire EPS network follows broadly the same configuration.

The main feed for the EPS power distribution network on a **Galaxy**-class starship comes from three potential areas: the warp drive system, impulse drive system, and, in times of emergency, the auxiliary fusion generators. **Deep Space Nine** derives its main supply from its large central fusion generators, but, in common with starship systems, connects to the main power generation source via EPS power taps. In the case of a vessel, these would divert a small amount of the drive plasma to generate electrical power for the use of relevantly configured equipment and systems. The conduits themselves contain a network of microwave power transmission waveguides. The energy capacity is directly related to



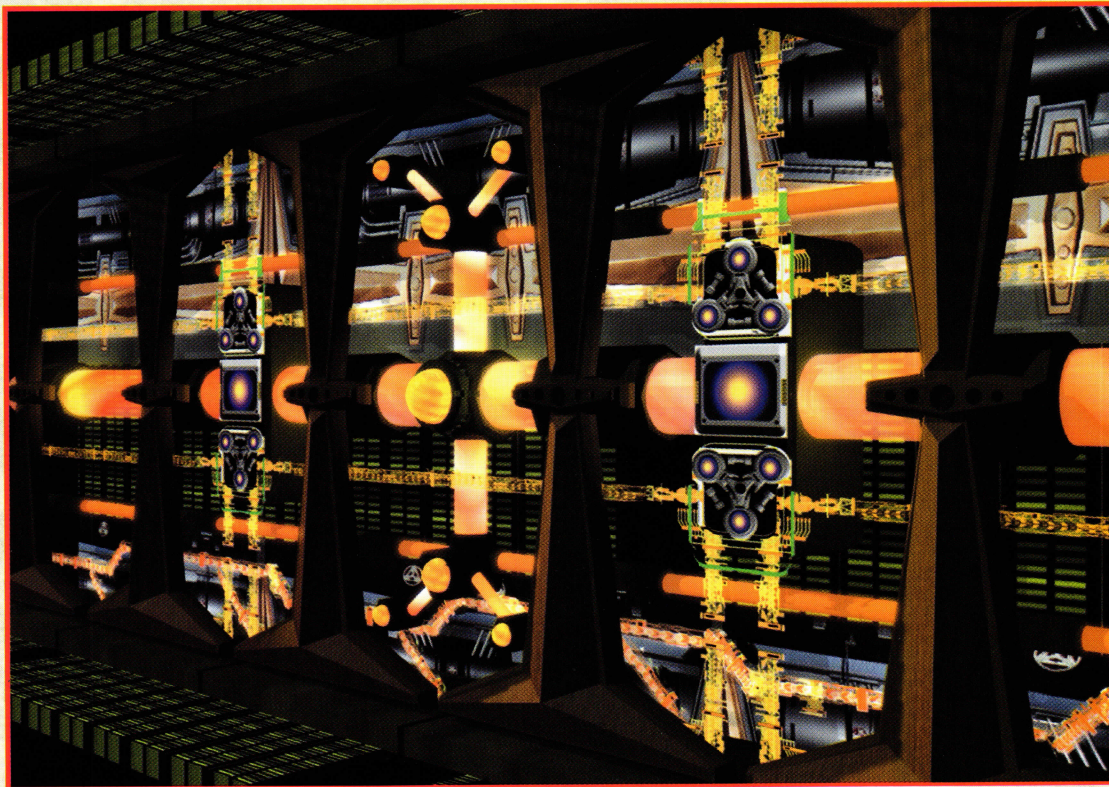
the source of the EPS taps and the devices they are feeding – hence major power supplies are sourced from the warp propulsion and main impulse engines, while equipment requiring a more specialized kind of energy is supplied through a secondary power distribution system.

EPS taps are usually located on the power transfer conduits, and a measure of the amount of power available to the EPS system can be given by the fact that it is used to initiate the matter/antimatter reaction from a warp core 'cold' start. Regardless of the source, all EPS power taps direct their



On many Starfleet vessels, small amounts of plasma, diverted from drive systems such as the warp core, provide electrical power across the ship.

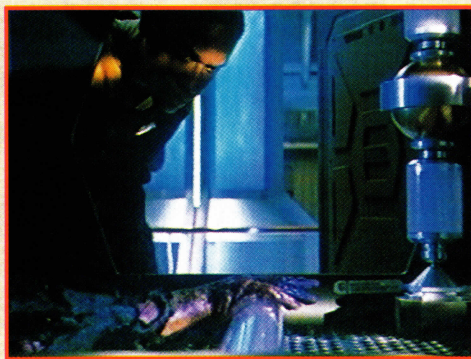
DEEP SPACE NINE undergoes considerable modifications to bring its Cardassian fittings into line with the systems of power distribution used by Starfleet. Its glowing power generators are visible at the base of the station.



The EPS systems may be hidden away behind bulkheads or left exposed, depending on the system and the area of the ship or facility in which it is located. The most important factor is ease of access for the engineers, who need to be able to service or repair vital systems as quickly as possible.



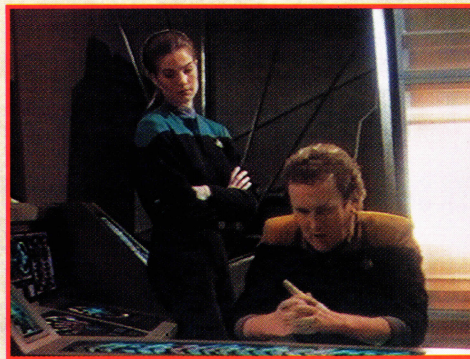
EPS Power Relay Systems



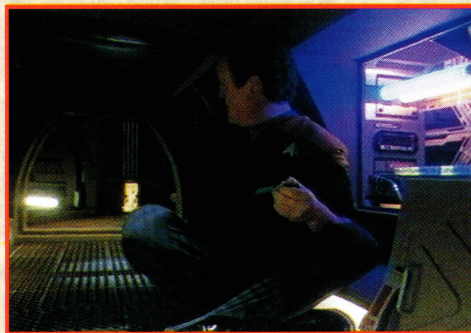
▲ **Insane U.S.S. VOYAGER crewman Lon Suder tries to vaporize the body of a murdered colleague in an EPS conduit. The dangerous energy causes severe burns to the body, and destroys much of the soft tissue.**



▲ **On DEEP SPACE NINE, the original Cardassian power distribution systems glow with a warm orange energy rather than the usual blue seen in those favored by Starfleet and the Federation.**



▲ **Chief Miles O'Brien spends much of his time thinking up ways to integrate the Cardassian systems on DEEP SPACE NINE with power distribution networks that are up to Starfleet specifications.**



▲ **EPS relays are often tucked away in confined spaces such as Jefferies tubes, and even then access plates cover them until they need to be serviced.**

microwave energy to a main EPS power distribution node. The dimensions of the EPS trunking and conduits vary in size depending on the current being handled, but conditions within them are extremely dangerous.

Lethal environment

A perfect example of how dangerous close contact with the EPS network can be is given by the actions of the deranged **Lon Suder**, who attempts to vaporize the body of his murdered crewmate **Frank Darwin** by putting it inside an EPS conduit aboard the **U.S.S. Voyager NCC-74656** in 2372. EPS conduits are arranged in convenient locations within corridor hatches and within **Jefferies tubes**, but extreme caution has to be maintained at all times by engineering crews working on them.

The EPS distribution network is hard-wired into every section of the ship that requires power, and it feeds a number of vital systems.



▲ **The Chief Engineer will often supervise any work being carried out on the EPS system, as it requires expertise.**

▶ **Starship transporters require a high level of energy, and so cause a particular drain on the EPS power relays. A sudden cut in power would be disastrous, if not lethal, for those in transit.**

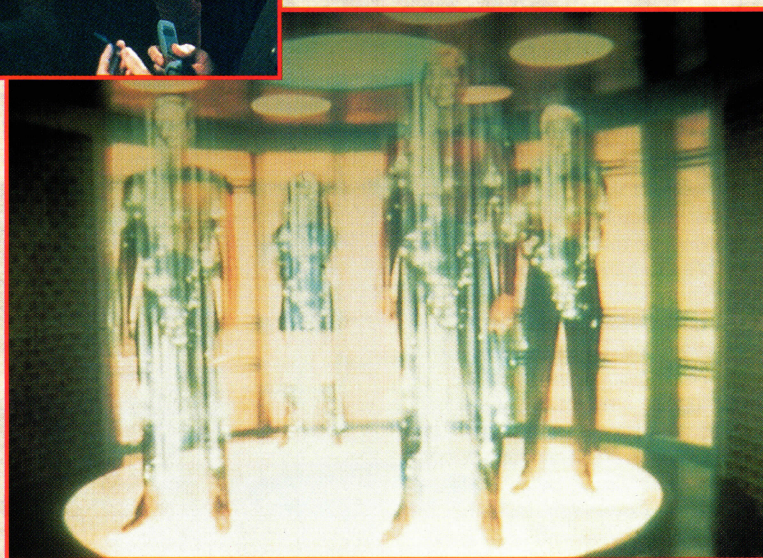


▲ **A starship's warp core is the most important component of the EPS power relay system. This is where most of the active plasma is contained. The core generates energy for use across the ship as well as just for propulsion.**

The flow of power is regulated by the main computer, and Main Engineering has ultimate control over the entire EPS network. Consequently, in cases of emergency, entire areas of usage can be temporarily disconnected to increase the supply to other systems. The primary systems on any vessel or space station include the computer cores and optical data networks, atmospheric and environmental control systems, and water reclamation and distribution. A disruption to the supply of any of these could prove to be catastrophic for the personnel on board, although the ease of maintenance built into the system usually leads to very quick repairs.

Secondary power

Secondary, but still highly important, power requirements come from the gravity generation network, personnel and freight **transporters**, **holodecks**, **replicators**, and solid waste recycling systems, all of which help make modern Starfleet vessels comfortable and desirable to work upon. Main Engineering and the warp drive assembly may act as the 'heart' of a Starfleet vessel or facility, and the computer system as its 'brain,' but the EPS Power relay system is the network of electronic arteries that distributes vital energy to the entire ship. In simple terms, if the EPS system breaks down, the ship will not be long behind it.



Holographic Animals

The recreation of life forms with which holodeck users can interact is not restricted solely to humanoid beings. Holographic animals have come to play an important part in recreational holoprograms, and some have even been developed as surveillance devices for Starfleet Intelligence.

The decision by **Starfleet Command** to integrate holographic technology into specifically designed **holodecks** is a milestone in the recreational facilities that are available to the personnel serving on its starships and starbases. **Galaxy-class** vessels such as the **U.S.S. Enterprise NCC-1701-D** are among the first to be equipped with this highly complex technology, and the representation of environments, objects, and beings is constantly improved by Starfleet engineers in subsequent years. One Starfleet scientist who sees the possibilities of holographic representations outside of their use within recreational contexts is **Dr. Lewis Zimmerman**, who spends a

substantial part of his career developing the **Emergency Medical Hologram** for use on all Starfleet vessels. Part of his experimentation as the 'father of modern holography' involves a particular kind of hologram that has proved to be a favorite with Starfleet crews for many years – the development of authentic holographic animals.

Secret agent

It is clear that Dr. Zimmerman uses real animals as models for his enhanced holographic techniques; he keeps the skeleton of a small creature on permanent display within his lab on **Jupiter Station**. Some time previous to 2370, Dr. Zimmerman's skills at developing animal and insect holograms are

challenged when he is approached by **Starfleet Intelligence** with a request to develop a creature that can be used in micro-surveillance. Zimmerman designs and produces a fly that can be programmed to act exactly like the real thing, except for the fact that it is computer-based and linked. This fly could be instructed to move to a specific spot within the range of its **holomatrix** and potentially be used to record actions or conversations. Dr. Zimmerman is careful to reproduce the sounds the fly makes as well as its behavior, and the interaction between '**Roy**', the doctor, and his staff suggests that, unlike its organic counterparts, the holofly can respond to audio commands. Unfortunately for Roy, the sophistication of its



▲ **Dr. Zimmerman, a pioneer in the field of holographic technology, has developed a number of holograms in the shape of various species. He keeps a pet holographic iguana called Leonard.**

programming extends to the realistic amounts of stress its body can take during an attack – painfully illustrated by its demise after being squashed by **U.S.S. Voyager NCC-74646's** EMH in 2376.

An iguana named Leonard

Roy the fly is not the only 'pet' Dr. Zimmerman decides to produce for his own amusement and company. A further permanent resident of his laboratory is the iguana **Leonard**, a relatively sedentary creature that sits in the middle of a raised circular platform and waits to be fed – leading to his current weight problem. This in itself shows the level of sophistication inherent in Zimmerman's work with animals – if an iguana were to be taken out



▲ **Roy is the most diminutive hologram developed by Dr. Lewis Zimmerman. This holographic fly, commissioned by Starfleet Intelligence, was never pressed into active service. He has since remained a permanent fixture in Zimmerman's lab, where he spends his time flying around – until he is crushed by the U.S.S. VOYAGER NCC-74656's frustrated Emergency Medical Hologram in 2376.**



Holographic Animals

of its natural habitat and not required to hunt for its own food, it would increase in weight due to a lack of exercise. Leonard has one alteration not found in natural iguanas, however: it has a limited capacity for speech, and can repeat short sentences it hears from others within the laboratory.

Holographic pets have a limited appeal, because they can only exist within a holographic environment. The upkeep of such a creature would be minimal due to the photonic nature of the animal, but the experience would not be entirely fulfilling in the way that, as an example, caring for **Data's** cat **Spot** would be.

Practical uses

With few exceptions, the majority of holographically reproduced animals are created for recreational purposes and are designed to operate within an environment that mirrors their natural habitat. The majority of Starfleet personnel have their own personally designed scenarios in which they choose to relax, and the extremely high level of detail adds to the feeling of actually being 'there' in the real world. Occasionally, an animal may be selected for use outside of its normal environment for specific purposes – the young **Wesley Crusher** considers recreating the particularly frightening **Bulgallian rat** on the holodeck shortly before his Starfleet psych test in 2364, but thinks better of it.

One important point to note is that, while the holodeck may have multiple safety features, if



an animal is programmed to behave in exactly the same way that it would in reality, this can present similar dangers to the user of the programme. Care still has to be taken within this artificial environment.

Horse play

Captain Jean-Luc Picard is perhaps one of the most famous exponents of holographic animals, particularly horses. During his days at **Starfleet Academy**, Cadet Picard enjoyed equestrian events, and even procured his own saddle, which he takes with him to his post as captain of the **U.S.S. Enterprise NCC-1701-D**. Owning a saddle is of little use without a horse, so many of Captain Picard's own holodeck programs are based around horse riding. He numbers among his favorite programmes '**Equestrian Adventure**,' which he makes particular use of in 2365; this program involves riding in open countryside on a choice of mounts,

including an Arabian mare, a **Klingon sark**, or an **Andorian zabathu**. In the 2367 program '**Kabul River**,' Captain Picard chooses a steed which he then enjoys riding through the Himalayas.

The multicultural society inherent within both the **United Federation of Planets** and Starfleet means that creatures from many different sources have been designed and programmed.

Animal manipulation

Practical jokes can also involve the use of animals on the holodeck. In 2376, **Tom Paris** decides to morph **Maggie** – the holographic sweetheart of his friend **Harry Kim** in the holodeck town of **Fair Haven** – into a cow. The resulting effect is witnessed by some of the inhabitants of Fair Haven, and due to the holographic villagers' increasing sentience, the entire episode backfires badly; some members of **Voyager's** crew are later held captive by the frightened villagers, who believe them to be 'spirit folk.' Luckily, most encounters with holographic animals run far more smoothly.



▲ An angry **EMH** swats **Roy** the holographic fly with a book, during a fit of pique.

◀ Holographic **Fair Haven** resident **Maggie O'Halloran** is turned into a cow for a joke.

▼ Captain **Jean-Luc Picard** enjoys practising his riding skills in the '**Equestrian Adventure**' holodeck program.



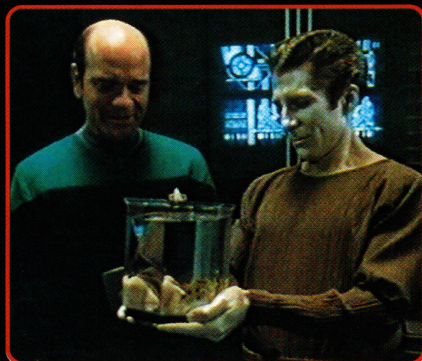
◀ Picard uses a real saddle to ride his holographic mount.

HOLOGRAPHIC PETS

Fishy business

The concept of holograms creating their own pets for company may sound absurd, but the psychotic isomorph **Dejaren** does just that aboard his ship in 2374: he designs and creates a pet fish, which he names '**Spectrum**.' **Dejaren's** meeting with the **U.S.S. Voyager NCC-74656's** Chief Engineer **B'Elanna Torres** and the **EMH** proves to be an extremely violent experience, but the ability of the holographically-created being to feel the need for companionship and a focal point for peacefulness and contentment is undeniable. His actions are an interesting look into an artificial psyche.

▶ **Dejaren's** holographic fish, which he has named **Spectrum**, swims contentedly around the confines of its bowl. The pet is projected in the same way as its isomorphic creator, though it is a far simpler program.

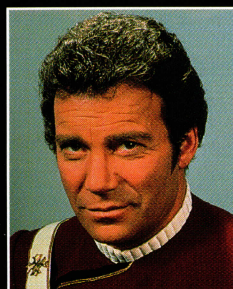




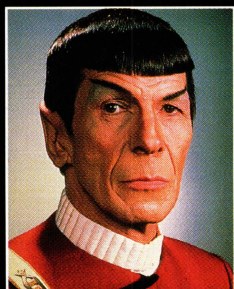
STAR TREK II: THE WRATH OF KHAN INDEX

Part 1 James T. Kirk is back where he belongs — in the commander's chair of the *U.S.S. Enterprise NCC-1701*. His crew is a mix of inexperienced cadets and faithful old friends, but the enemy they must face, **Khan Noonien Singh**, may prove to be more than a match for even **Starfleet's** living legends.

STARFLEET PERSONNEL



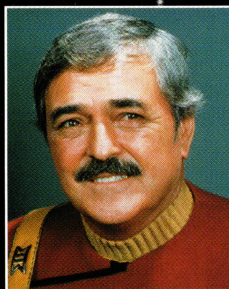
Admiral Kirk
File 43 Card 3A



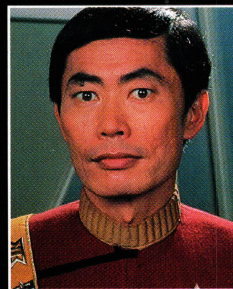
Captain Spock
File 43 Card 4B



Dr. McCoy
File 43 Card 5



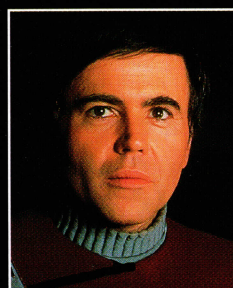
Commander Scott
File 43 Card 6



Commander Sulu
File 43 Card 7



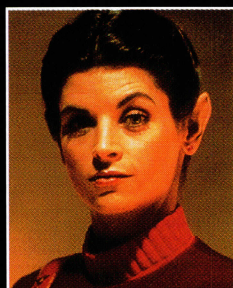
Dr. Carol Marcus
File 44 Card 3



Commander Chekov
File 43 Card 8



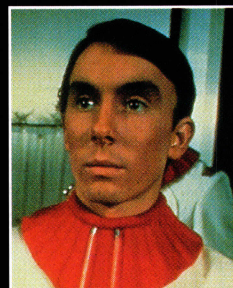
Commander Uhura
File 43 Card 9



Lt. Saavik
File 43 Card 20



Captain Terrell
File 31 Card 2B



Cadet Preston
File 21 Card 3



Dr. David Marcus
File 44 Card 4

CIVILIANS

UNIFORMS & SPACESUITS

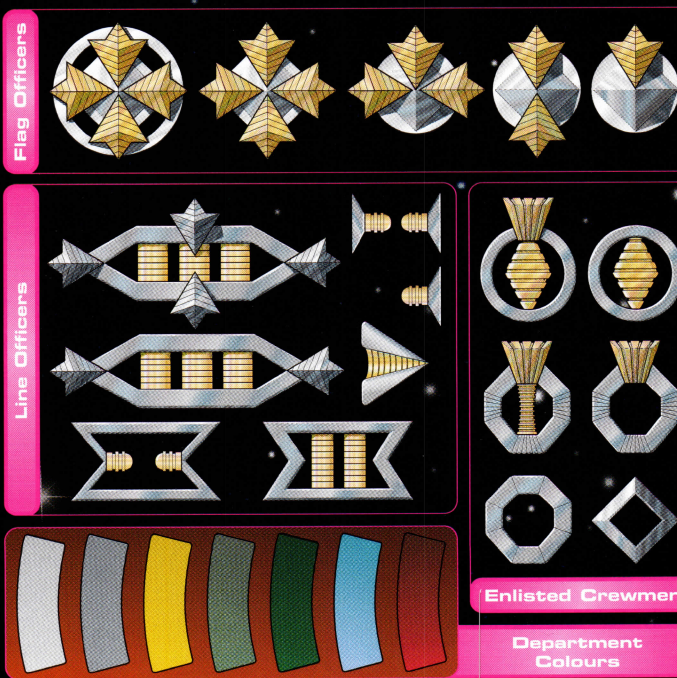


Environmental Suits
File 59 Card 14

Starfleet Uniforms
Mid 2270's to
Late 2340's
File 61
Cards 4 & 4A

Engineering Suits
File 59 Card 14A

STARFLEET RANK INSIGNIA



Flag Officers

Line Officers

Enlisted Crewmen

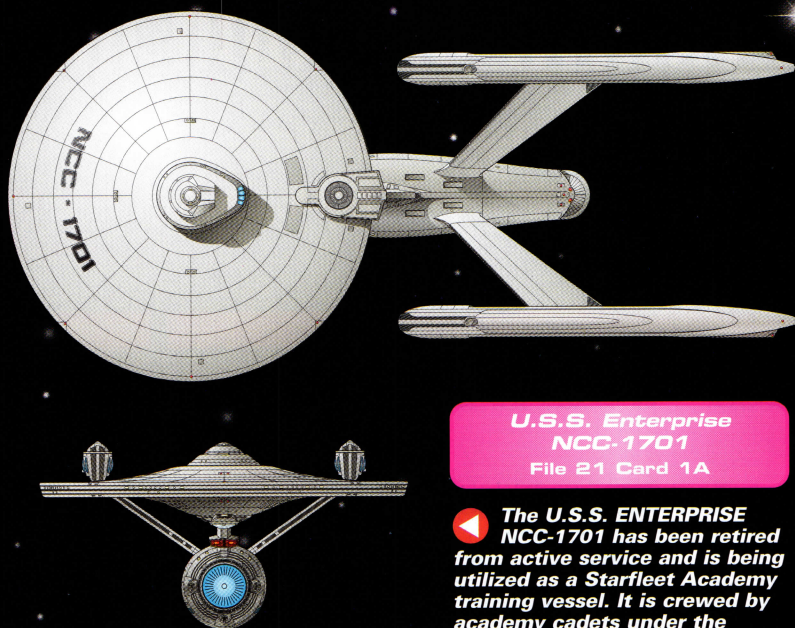
Department Colours

File 61 Card 4C



STAR TREK II: THE WRATH OF KHAN Part 1

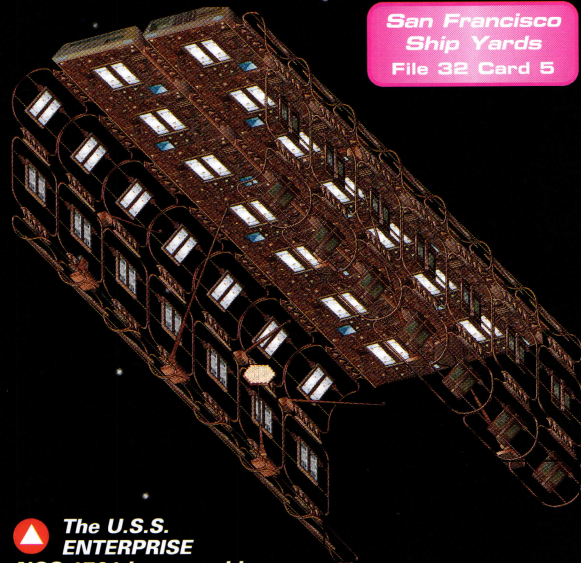
U.S.S. ENTERPRISE NCC-1701 REFIT



**U.S.S. Enterprise
NCC-1701**
File 21 Card 1A

▶ The U.S.S. ENTERPRISE NCC-1701 has been retired from active service and is being utilized as a Starfleet Academy training vessel. It is crewed by academy cadets under the command of Captain Spock.

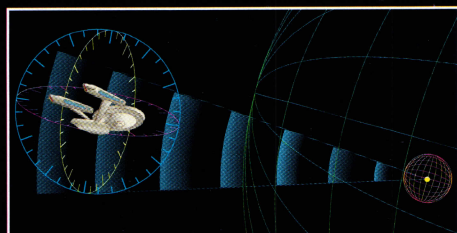
SAN FRANCISCO DRYDOCK



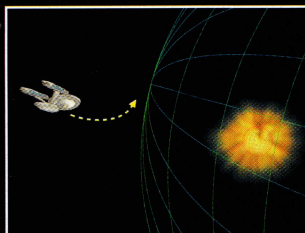
**San Francisco
Ship Yards**
File 32 Card 5

▶ The U.S.S. ENTERPRISE NCC-1701 is moored in a DRYDOCK facility at the SAN FRANCISCO SHIP YARDS, orbiting Earth. It is called into active service once again when it is the only ship that can reach Khan Noonien Singh's rebels in time.

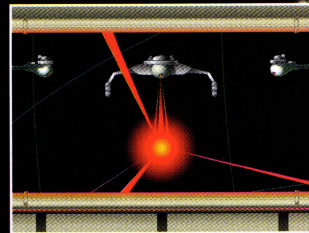
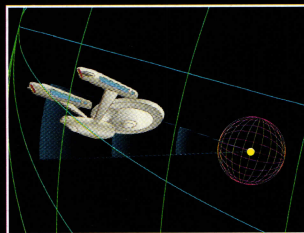
THE KOBAYASHI MARU



The Kobayashi Maru
File 19 Card 6



▶ Facing, and passing, the Kobayashi Maru training simulation is an important part of the Starfleet cadets' course. Some cadets, like James T. Kirk, found novel solutions to the scenario.



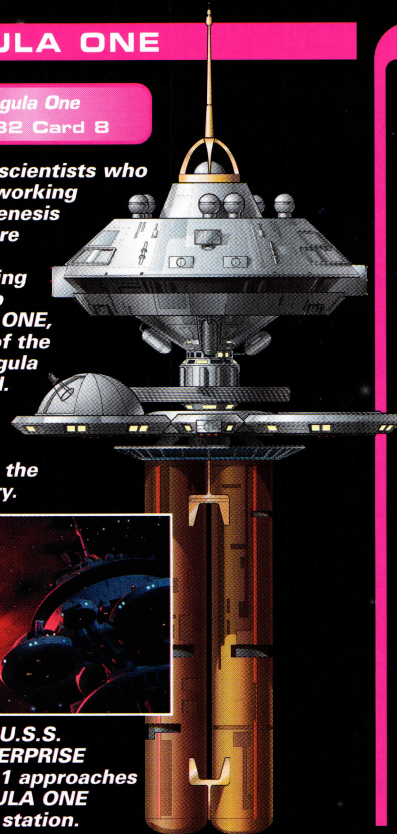
REGULA ONE

Regula One
File 32 Card 8

▶ The scientists who are working on the Genesis Project are based on the floating space lab REGULA ONE, in orbit of the small Regula planetoid. Khan Noonien Soong ransacks the laboratory.



▶ The U.S.S. ENTERPRISE NCC-1701 approaches the REGULA ONE research station.

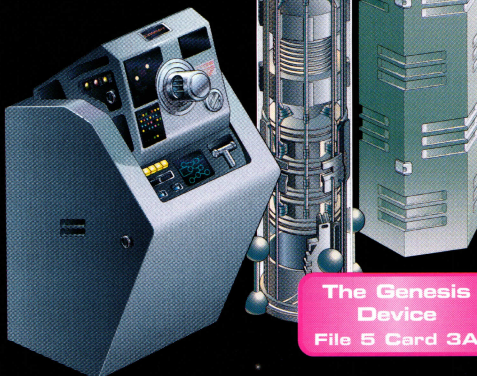


GENESIS



**The Genesis
Planet**
File 5 Card 3

▶ Dr. Carol Marcus and her son, David, develop the Genesis Device, that can literally create life on lifeless worlds.



**The Genesis
Device**
File 5 Card 3A

STAR TREK II: THE WRATH OF KHAN FILES

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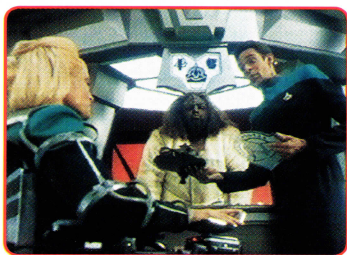
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THE WRATH OF KHAN

G update

gagh varieties

Bithool gagh, **Filden gagh**, **Meshta gagh**, **Torgud gagh**, and **Wistan gagh** represent five of the 51 gagh preparation methods. Varieties are classified by ingestion sensations and packing materials. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 11, 70**



▶ **Dr. Julian Bashir** took **Ensign Melora Pazlar** to the **Klingon** replimat on **DEEP SPACE NINE's Promenade**. The establishment served several varieties of the popular **Klingon dish gagh**.

Gaharay

Word used by members of the **Devore Imperium** to indicate strangers or those not of the Devore Imperium. The **U.S.S. Voyager NCC-74656**, despite repeated contact with Devore officials, was always considered a Gaharay vessel. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 18, 40, 58, 71**

Gamma Orionis

A star once known as **Bellatrix**, Gamma Orionis is the third brightest star in the Orion constellation as viewed from Earth. (*Starship Log*: 'Relativity' [VOY]) **SEE FILES 3, 4, 71**

Gammadan Mining Facility

This **Delta Quadrant** ore collection operation was damaged by a generator explosion in 2377. Humanoid workers injured in the accident were taken to a hospital ship administered by the **Allocator** and **Chellick** for treatment. (*Starship Log*: 'Critical Care' [VOY]) **SEE FILE 71**

Gant

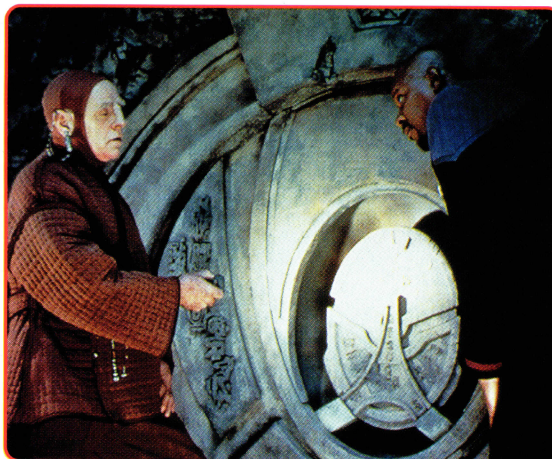
Ferengi purveyor of wines and spirits who secured 16 cases of vintage 2309 **bloodwine** for **General Martok**. **Nog** referred to Gant as his cousin and eagerly recommended his services. (*Starship Log*: 'Treachery, Faith, and the Great River' [DS9]) **SEE FILES 14, 51, 70**

Gar

This amoral **Dralian** merchant sold iridium ore, stolen from the **Gammadan Mining Facility**, to the **U.S.S. Voyager NCC-74656** in 2377. Having initiated contact with the **Federation** vessel, he then made the most of the contact by using it to appropriate the **Doctor** and his **holoemitter**. (*Starship Log*: 'Critical Care' [VOY]) **SEE FILE 71**

Gatan, Sea of

A deep body of water. **B'Elanna Torres's** childhood visit to the Sea of Gatan would have ended fatally if her mother had not pulled her out of the water and resuscitated her. (*Starship Log*: 'Barge of the Dead' [VOY]) **SEE FILE 71**



▶ A prophecy concerning **DEEP SPACE NINE** and the **Emissary** was uncovered by archeologists working beneath the surface of **Bajor**.

Gateway to the Temple

A reference to **Deep Space Nine** in a 30000-year old **Bajoran** tablet warned of a coming showdown between the **Prophets** and the **Pah-wraiths** that would consume the Gateway to the Temple – otherwise known as the wormhole. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILES 10, 70**

Gatsby, Commander

Starfleet officer who served on **Captain Lisa Cusak's U.S.S. Olympia**. Gatsby explored the **Beta Quadrant** with Cusak from 2363 to 2371 but died when the *Olympia* was destroyed in the **Rutharian sector**. (*Starship Log*: 'The Sound of Her Voice' [DS9]) **SEE FILE 70**

Gaul

Male **Vaadwaur** who survived 900 years of **bio-stasis**. Gaul worked with **Tuvok** to develop a tactical plan against the **Turei**, but secretly plotted to seize the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Dragon's Teeth' [VOY]) **SEE FILES 18, 40, 58, 71**



▶ Gaul learned nothing from the mistakes of his people's past. He planned to betray his colleagues and their **Starfleet** rescuers.

'Gav'ot toh'va'

Klingon opera written primarily for a tenor. When **Worf** was trapped in a tiny escape pod, he passed the time singing 'Gav'ot toh'va', though the solos were not in his normal range. (*Starship Log*: 'Penumbra' [VOY]) **SEE FILES 11, 43, 70**

Gedi Prime

B'Elanna Torres wanted to share this **holoprogram** with **Tom Paris**. Gedi Prime was a sensual paradise with crystalline beaches, mood reefs, bioluminescent waterfalls, and a championship golf course. (*Starship Log*: 'Drive' [VOY]) **SEE FILES 43, 71**

gagh varieties
Gaharay
Gamma Orionis
Gammadan Mining Facility
Gant
Gar
Gatan, Sea of
Gateway to the Temple
Gatsby, Commander
Gaul
'Gav'ot toh'va'
Gedi Prime
Gedrin
Gegis
genetic resequencer
genetic resequencing vector
Genorex
Gentry, Ensign David
geodesic fold
geophysics
Gibson
Gilmore, Ensign Marla
Gilroy, Dr.
Ginger
Girani, Dr.
Gogarty, Sean
Golana



▶ The xenophobic **Devore** despised 'Gaharay' vessels such as the **U.S.S. VOYAGER**.



▶ As a young girl, **B'Elanna Torres** nearly drowned in the **Sea of Gatan**. Luckily, she was rescued and resuscitated by her mother.



Gedrin Male **Vaadwaur** who, with wife **Jisa**, was the last to enter stasis. Gedrin deactivated 37 other **bio-pods** to provide energy for his own, and was one of the nicer Vaadwaur. (*Starship Log: 'Dragon's Teeth' [VOY]*) **SEE FILES 18, 58, 71**

▶ **Gedrin displayed none of the arrogance and war-mongering that characterized many of his race.**

Gegis This **Ferengi** reprogrammed **Reginald Barclay's** holographic program to convince the **U.S.S. Voyager NCC-74656** to travel through a fatal **geodesic fold**. Gegis hoped to profit from selling **Seven of Nine's** **nanoprobes**. (*Starship Log: 'Inside Man' [VOY]*) **SEE FILE 71**

genetic resequencer **Brunali** invention to acclimatize plant DNA to thrive in normally inhospitable conditions. The genetic resequencer is pivotal to agricultural geonetics, a field **Leucon** hoped **Icheb** would embrace. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILES 18, 52, 71**



▶ **An unexpected reactivation of Borg nanoprobes was cured by genetic resequencing.**

genetic resequencing vector

The **EMH's** response to dealing with **Borg nanoprobes** that inexplicably switched from dormant to active. The genetic resequencing vector was delivered via **hypospray** and successfully quieted the nanoprobes. (*Starship Log: 'The Raven' [VOY]*) **SEE FILES 43, 71**

Genorex **Romulan** war ship disabled by **Dominion** forces in 2375. **Senator Cretak** was unhappy that the **Genorex** remained idle in **Deep Space Nine's** repair bays for weeks while **Klingon** vessels received expeditious attention. (*Starship Log: 'Inter Arma Enim Silent Leges' [DS9]*) **SEE FILES 35, 70**



Gentry, Ensign David Human male identity adopted by one member of **Species 8472** during their **Starfleet** studies. Gentry detained **Tuvok** and **Chakotay** for entering a restricted area, but was himself taken prisoner and committed suicide. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 18, 40, 71**

▶ **Gentry killed himself rather than be questioned by U.S.S. VOYAGER's crew.**

geodesic fold Momentarily compacting space between two red giants, through which starships can travel. A **geodesic pulse**, a **veteron beam** interacting with one star's magnetic field, creates a connection between the two. Deadly **geodesic radiation** makes using the fold impractical. (*Starship Log: 'Inside Man' [VOY]*) **SEE FILES 5, 71**

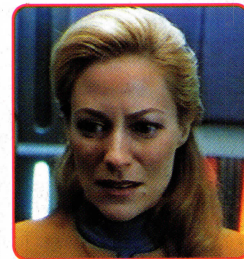


geophysics Scientific department on exploratory **Starfleet** vessels, such as the **U.S.S. Voyager NCC-74656**, that studies planetary physical processes. **Captain Janeway** worked with the geophysics group to synthesize fuel. **Dilithium** geophysics models are used to locate dilithium sources. (*Starship Log: 'Demon' [VOY]*) **SEE FILES 29, 71**

Gibson **U.S.S. Voyager NCC-74656** crewman. Gibson never missed the weekly rings tournament in the **Fair Haven** holographic village, where he was known as **Patrick**, a wharf worker. He was usually accompanied by his 'cousin **Frank**' – a **Voyager** crewmate. (*Starship Log: 'Spirit Folk' [VOY]*) **SEE FILES 29, 43, 71**

Gilmore, Ensign Marla **U.S.S. Equinox NCC-72381** engineer. She used **nucleogenic** life forms to fuel the **Equinox** after being stranded in the **Delta Quadrant** by the **Caretaker**. Gilmore joined the **U.S.S. Voyager NCC-74656** in 2376. (*Starship Log: 'Equinox' [VOY]*) **SEE FILES 18, 29, 31, 71**

▶ **Ensign Gilmore suffered considerable emotional trauma over her actions.**



Gilroy, Dr. Character in the **Fair Haven** holographic village. Gilroy was the village's medical practitioner and, according to **Michael Sullivan**, owned a library full of books. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 71**



Ginger Holographic blonde showgirl in the **Vic Fontaine** holographic program. Ginger and her friend **Melissa** double-dated with **Vic** and **Odo**. Ginger likened **Odo's** piano playing to **Liberace**, with whom she had performed. (*Starship Log: 'His Way' [DS9]*) **SEE FILES 27, 56, 70**

▶ **Ginger and Melissa were part of Vic Fontaine's attempts to help Odo build up the courage to romance Kira Nerys.**

Girani, Dr. **Bajoran** woman and medical doctor assigned to **Deep Space Nine's** night shift. After **Dr. Bashir** became personally involved with **Sarina Douglas**, he asked Girani to step in as Sarina's physician. (*Starship Log: 'Chrysalis' [DS9]*) **SEE FILES 7, 27, 70**

Gogarty, Sean Irish poet not favored by the **Michael Sullivan** holocharacter because of his rhyming constructs. This complaint was also lodged against poet **Jane Eldon**. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 71**

Golana Verdant and mysterious **Class-M** planet a short distance from **Bajor**. Golana was once populated by a civilization with time-travel technology. The **Golanans** disappeared a millennium before **Bajoran** colonization began in 2299. **Molly O'Brien** fell into a long-lost **Golanan** time portal and grew up as a feral child in the **Golanan** wilderness, 300 years in the past. **Miles O'Brien** tried to make the wild girl feel at home with a **Golanan** holosuite program and **Golana Melons**. Eventually, the wild **Molly** stepped through the **Golanan** time portal to rescue the younger **Molly** from past. (*Starship Log: 'Out of Time' [DS9]*) **SEE FILES 3, 5, 44, 70**



▶ **Golana was a popular vacation spot with families from Bajor.**